THE

COMPLEAT GAMESTER:

In THREE PARTS.

CONTAINING.

- I. The Court Gamester: Or, Full and Easy Instructions for playing the Games of Ombre, Quadrille, Quintille, Picquet, Basset, Faro, and the Royal Game of Chess.
- II. The CITY GAMESTER: Or, True Manner of playing the most usual Games at Cards, viz. Whist, All-Fours, Cribbidge, Put, Lue, Brag, &c. With several diverting Tricks upon the Cards. Also Rules for playing at All the Games both Within and Without the Tables; and at English and French Billiards: With the Laws of each Game annexed, to prevent Disputes.
- III. The Gentleman's Diversion: Or, The Arts of Riding, Racing, Archery, Cocking, and Bowling.

Written for the Use of the Young PRINCESSES,

By RICHARD SEYMOUR, Esq;

The SIXTH EDITION.

LONDON:

Printed for E. CURLL, at Pope's Head, in Rose-Street, Covent-Garden; and J. Hodges, at the Looking-Glass, on London-Bridge. 1739.

COMPLEAT GAMESTER:

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LONDON:

PREFACE.

A M I N G is become so much I the Fashion amongst the Beau-Monde, that he who, in Company, should appear ignorant of the Games in Vogue, would be reckoned low-bred, and hardly sit for Conversation.

Therefore I have taken the Pains to compile this little Treatife, in order to teach the principal Court Games, viz. OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is so plain and easy, that a Person of a very common Capacity may quickly learn these most entertaining Games.

First, As to OMBRE. This Game is variously played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Rea-

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der may not be ignorant of any Part of it, he will find it here described in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to

Article, without Method.

It may be objected, perhaps, that we enlarge in some Places upon Things that have been touched on before: But it must be considered, that this Treatise is wrote in Favour of those who have no Notion at all of the G.AME; and to these, we conceive, nothing can be made too plain. Besides, it will be found, that we never speak of a Thing a second Time, but where it has not been sufficiently explained before.

As for those who have already some Notion of the Game, this easy Method

will foon make them Masters of it.

They who play it well, will find the Rules here laid down so exact, and with so much Justice, as readily to decide those frequent Disputes which happen about the Laws of the Game.

There is likewise, for the Use of Learners, a Table of all fuch Games as

may with Prudence be played.

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But because the Terms may sound a little barbarous to some Ears, and less the Ignorant should think they are Terms of Magic, we have placed them all in a separate Table, with their Explanations.

Secondly, The Games of PICQUET, BASSET, and FARO, are described, as they are now played in the best Companies. The Method is so easy, that I think nothing can be added to explain them farther.

Thirdly, The Royal Game at CHESS (which some maintain to be as old as Troy, and that it was invented by the Grecian Captains, to divert their tedious Evenings at the Siege of that samous City) requires Art and Stratagem, and relieves the Mind, when wearied with the Fatigue of Business.

John de Vigney, in his Book, called The Moralization of Chess, says, that the Game of Chess was invented by Xerxes the Philosopher, to improve and correct the Mind of that famous Tyrant Merodach, King of Babylon, 614 Years before the Birth of Christ.

In the Practice of this Game, a Perfon meets with a great many odd Events, which give the same Sort of agreeable Surprize, that we are moved with at the bappy Incidents in a Comedy: by the concise Account we have given of it, any Person, that once sees the Men placed upon the Board, may learn to play; but to be excellent in it, requires a suitable Genius, and good Observation.

The Second and Third Parts of this Treatise, were originally written by Charles Cotton, Esq; some Years since, but are now rectified according to the

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RICHARD SEYMOUR.

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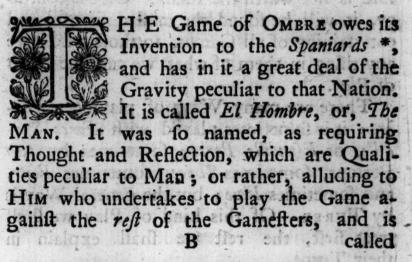
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THE

COURT GAMESTER.

Of OMBRE, by THREE.



^{*} It is an Improvement of a GAME called PRIMERO, formerly in great Vogue among the Spaniards. Primero is played with 6 Cards, Ombre with 9, that being the material Difference. As to the Terms, they are mostly the same. He who holds Cinquo Primero (which is a Sequence of 5 of the best Cards, and a good Trump) is sure to be successful over his Adversary. Hence the Game takes its Denomination.

called, The Man. To play it well, requires a great deal of Application; and let a Man be ever so expert, he will be apt to fall into Mistakes, if he thinks of any thing else, or is disturbed by the Conversation of those that look on.

Attention and Quietness are absolutely necessary, in order to play well. Therefore, if the Spectators are discreet, they will be satissied with the Pleasure of seeing it played,

without distracting the Gamesters.

What I have said, is not to persuade any who have a mind to learn it, that the Pleasure is not worth the Pains: On the contrary, it will be found the most delightful and entertaining of all Games, to those who have any thing in them of what we call the Spirit of Play.

There are many Ways of playing at Ombre; it is sometimes played with Force Spadille, or Espadille Force; sometimes by two Persons, sometimes Three, sometimes Four, and sometimes Five; but the general Way is by Three. Of this kind of Play we shall treat first, the rest we shall explain in

their Turns.

The Number of the CARDS.

THE Game is played with 40 Cards: You may buy Packs on purpose made up for this Game; otherwise you may take 1

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OMBRE, by THREE. an entire Pack, which consists of 52 Cards. and throw out all the Eights, Nines, and

Tens, of the four Suits, which make 12, and there will remain 40, which is an Ombre Pack.

The Natural Order of the CARDS.

WHAT I call the natural Order of the Cards, is, their feveral Degrees when

they are not Trumps.

The Term Trump comes from a Corruption of the Word Triumph; for wherever they are, they are attended with Conquest.

Of Cards there are 2 Colours, Red and

Black; the Black are Spades and Clubs.

The Order of Spades and Clubs is the same as in other Games, in a natural Descent: King, Queen, Knave, 7. 6. 5. 4. 3. 2.

It is to be observed, that the 2 Black Aces are not reckoned in their natural Order of the Cards among their own Suits, because they are always Trumps; as we shall explain hereafter.

The 2 Red Colours are Hearts and Diamonds, which in their Order are quite contrary to the Black, but this Difference is foon understood.

The King, Queen, and Knave, keep their natural Ranks, but the rest are quite rever4 The COURT GAMESTER.

sed; for the lowest Card in the Red Suits still wins the highest.

To comprehend this at one View, and to fee every Card's Value, peruse this Table.

RED.	BLACK.	Observe, that there are 10
King	King	Cards in Red and but 9
Queen	Queen	in Black, by reason, the
Knave	Knave	Black Aces, which are
Ace	Seven	always Trumps, are not
Duce	Six	to be reckoned.
Three	Five	menon and True Town Comme
Four	Four	Assistation W. out to opin
Five	Three	Advantage to the Court Theory (189)
Six	Duce	Charles the Wall State 12 Control
Seven	Var brown	Branch Challet Lee Brant

The Order of the CARDS when they are Trumps.

IT is necessary to remember, that the Black-Aces are always Trumps, let us play in what Colour we will: Thus whether Hearts, Diamonds, Clubs, or Spades be Trumps, the Ace of Spades is always the first Trump, and the Ace of Clubs the third.

The Ace of Spades is called Spadille, or

Espadille; the Ace of Clubs Basto.

Thus the first and the third Trumps are constantly fixed, then the only Difficulty is to find out the second.

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It is to be observed, that whatever Colour we play, that which is the worst Card in its natural Order (that is to say, when it is not Trumps) becomes the second Trump; as the Duce of Spades, when we play in Spades, is the Second best Trump, and is called Manille; and the Duce of Clubs, when Clubs are Trumps.

When we play in Red, the Seven of Hearts, or Seven of Diamonds, is the seven best Card; that is to say, the Seven of Hearts when we play in Hearts, and the Seven of Diamonds when we play in Diamonds; and is

likewise called Manille.

There are, as we have shewn, four Manilles upon the Cards; that is to say, two in Red, and two in Black; but they are never called Manilles, but when the Suits to which they belong are Trumps: As for Example, when we play in Spades, the Duce of Spades is Manille; if in Clubs, the Duce of Clubs; if in Hearts or Diamonds, it must be the Seven.

There is one Observation remains; which is, concerning the Red-Aces when we play in Red, we must take notice that they change

their Place.

Thus when we play in Hearts, the Ace of Hearts takes place of the King, and is the fourth Trump; as likewise does the Ace of Diamonds when we play in Diamonds; and are called Puntos.

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But it must be remembred, that it is only when they are Trumps; that they are called by this Name; at any other Time they are only in the Degree we have placed them in the foregoing Table.

For the better understanding the Nature of the Trumps, observe the following Table, where they are placed in their Order.

RED.
Spadille, Ace of Spades
Manille, the Seven.
Basto, Ace of Clubs.
Punto, the Red Ace.

King
Queen
Knave
Duce
Threee
Four
Five
Six

Spadille Ace of Spades Manille, the Duce. Basto, Ace of Clubs.

King
Queen
Knave
Seven
Six
Five
Four
Three

Thus you see, there are 12 Trumps in Red, and but 11 in Black.

How the TRUMP is made.

THE Trump at Ombre is not made by turning up a Card, as at other Games. But after the Cards are dealt, every one examines his Game, and speaks in his Turn.

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For Example, we will suppose that you are Eldest Hand, and that you have for Game, Spadille the Ace, and Manille the Duce of Spades; Basto the Ace of Clubs. the 7 and the 3 of Spades; you will find, upon Examination, that you have three Matadores and two Trumps, which is a very good Game: We will suppose that the other two have no Game at all; you are to ask if they play, that is understood if they play without taking in; which we shall explain hereafter. They answer, No: Then you are to fay, Spades are Trumps, and make your Difeard accordingly. This is the Manner of making the Trump. What I say of the Eldest Hand, is the same with the other two. when those that are to speak first, have said, Pass.

Thus the Trump is made by him who undertakes the Game, in whatfoever Suit he

finds his Game the strongest.

But the Person who plays must always name the Trump, before he looks at the Cards he takes in; for if he should happen to turn them up, tho' he should not see them before the Trump is named, then either of the other Two may name it; and he shall be obliged to play in that Suit, let it be what it will.

If the Ombre should name two Colours at the same time, then the Person who sits at B 4 his

his Right Hand shall chuse which of those two Colours he thinks fit, and the Ombre

shall be obliged to play in that Suit.

In this Case the Ombre shall have the Liberty of looking at his Discard; and if he has put out any of that Suit which is named for him, he may take them in again, provided the Cards he took in are not joined to the rest of his Game: If so, he has not this Liberty.

The Person who undertakes the Game,

is called the Ombre.

It is necessary to be very exact in naming the Trump: For example; if a Person who intends to play in Clubs, should shew three Cards that he puts out, a Heart, a Spade, and a Diamond; and say, You may know my Trump by what I put out; this will not be sufficient, and the others may name it, as if he had not spoke at all: For sometimes in that Case a Man may put out a Trump to deceive others.

All these Formalities are grounded upon Reason, therefore Mistakes must fall to the Prejudice of him who makes them; because it is sometimes difficult to discern between Mistake and Design, and if these were permitted to be retracted, it would give Occasion to a great deal of unfair Play, therefore

all Equivocations are disallowed.

latie time then the Perlon who has as

If after the Ombre has looked at the Cards he takes in, he recollects that he did not name the Trump; if the other two should forget to speak before him, he may name it then without incurring any Penalty.

Of the Matadores, and their Privilege.

THE Word Matadore, in Spanish fignifies Murderer; they are so called be-

cause they never give Quarter.

There are but three Cards that are properly called Matadores; these are Spadille, Manille, and Basto; which are three principal Trumps in whatever Suit we play.

Spadille is always the Ace of Spades.

Manille, as we observed, is not fixed, but changes according to the Colour we play in, as in Red it is the Seven, in Black the Duce.

Basto, is always the Ace of Clubs.

The Privilege of a Matadore, is, that it is not obliged to pay Obedience to an inferior Trump; that is, you are not obliged to play it, tho' a Trump lead: One Example

will make this plain.

Suppose I have in my Hand Basto, without any other Trump, and the Leader should play the King of Trumps, I am not obliged to play my Basto, but may play any other ordinary Card that is not a Trump.

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Here the King is inferior to Basto; but if the Leader should play Spadille, or Manille, there Basto must come down, if you have no other Trump; for every Card must pay Respect to its Betters.

But you must observe, that Spadille, or

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Manille, must be the Card first played.

For Example; if I have Basto unguarded in my Hand, and am to play last; if the Leader should play the King, and the second Spadille; here I am not obliged to play Basto, because Spadille did not lead.

Another Privilege of Matadores, is, that whoever has them shall be paid a Counter for each, by the other two Gamesters.

But it is only the Ombre that can be paid for Matadores, nor is he to be paid for any Number less than Three.

Formerly, if the Ombre was Beafted, and the Matadores were in another Hand, he was obliged to pay to that Person who had them; but this is out of Use now.

So if I lose the Game with three Matadores in my Hand, I am to pay three Counters

to each of my Antagonists.

Hitherto we have only spoke of these three Matadores, Spadille, Manille, and Basto: but it must be observed, that those Trumps which immediately succeed these, when they happen to meet in the Hands of the Ombre, usurp

usurp the Name of Matadores, and must be

paid as fuch.

For Example; if I have Spadille, Manille, Basto, Punto, King, Queen, and Knave; I have seven Matadores, and must receive seven apiece from my two Opposites: And if the Duce and Three should be joined to these, they make nine, and I must be paid accordingly; but this is to be understood if we play in either of the Red Suits.

There can be no Punto, when we play in either of the Black Suits; because the Aces, which are the Punto's in Red, in Black are

otherwise distinguished.

Thus when the Ombre wins his Game, he must be paid for his Matadores, whatever Number he has; if he loses he must pay the others, still observing that these Matadores must be Sequents, otherwise they are not to be paid at all.

The Manner of Disposing the Game.

THERE is no Necessity for marking up your Game at this Play, because every Deal decides the Game; however, Counters must be used instead of Money, to mark the Stakes you play, for.

You must distribute to every Player a certain Number of Fishes or Counters; suppose nine Fishes and twenty Counters to each.

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A Fish is a Counter made in the Shape of a Fish, to distinguish it from the other Counters, and is generally made to be worth ten Counters.

The next thing to be settled, is the Price of your Counters, which must be according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Six-

pence each. The tot of all that had

The Deal is settled thus. One Person taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the highest Card of that Suit which lies in the Middle, is the first Dealer. Another Way is, by giving Cards round, and whoever has the first Black Ace, deals first.

The MANNER of DEALING.

W E have explained to you the Value of a Fish; you are to lay down 1 a-

piece, before the Deal begins.

After the Dealer has shuffled the Cards, he must lay them down to be cut by the Perfon on his Lest Hand, and then deal, by giving first to the Person on his Right Hand.

This Way of Dealing is peculiar to this Game; at all other Games you begin at the

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The Dealer is to give 3 and 3 round, till he has dealt 9 a-piece. Observe, That if he should, by Mistake, or otherwise, give the Cards in any other Manner, he will be obliged to deal again.

When he has thus dealt, there will be 13 Cards left, which he is to lay down at his Right Hand. If you should all pass, (which often happens) then every one is to lay down a single Counter, and the next Person deals.

The Counters laid down for your Passes, are not to be mixed together; but every one lays his own just before himself: The Reason of this is, that if there be any wanting, it may be decided without disputing, who has omitted laying down.

Suppose the Person at the Dealer's Right Hand, that is, the Eldest Hand, has a good Game, he asks this Question, Do you give me Leave, or do you play without Taking in? If they have bad Games, they answer, Pass.

Then he discards 2, 3, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he serves himself with as many Cards from thence as he has laid out; then laying his Discard at his Lest Hand, where the Pack lay before, he places the Remainder in the middle of the Table, still remembering to make the Trump before he takes in.

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The Meaning of this Formality is, that whenever the Cards lie at a Man's Left Hand, you know by that, he is to play first, and to be the next Dealer.

If in dealing the Cards, there happens to be one faced, the Dealer is to go on without Interruption; unless it happens to be a Black Ace, in which case he is obliged to deal again.

But if the Dealer should turn one of the Cards, then it is at the Choice of him it belongs to, either to receive it, or make him deal again; unless it is a Black Ace, then it is a Rule that the Cards must be dealt again.

If there happens to be a great many Cards

faced, they must be dealt again.

If the Ombre plays Sans-prendre, and there happens to be a Card faced in the Stock, the Deal is to go for nothing.

If the Dealer should give ten Cards, either to himself, or any once else, he must

deal again, if they demand it.

But it is different in respect of the other Two; for they may play, tho' they have ten Cards dealt them, provided they declare it before they take in: In which case they are obliged to lay out one Card more than they take in; for if they have ten Cards after they have taken in, they are Beafted, and fo they must be likewise, if they should take in without declaring they have ten Cards.

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As to those who pass with ten Cards in a Hand, it is differently played; with some it is a Beaste, with others it is not.

When a Man at the fight of his Cards fees nothing good in his Hand, he is apt to examine no farther; therefore I think it a little fevere to be Beasted only for not dif-

covering one's Cards.

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The Spaniards play it with so much Severity, that if a Man should say, I have ten Cards, I pass, he is Beasted; but We play more tenderly, and I think it is the most equitable Way; viz. a Man is never Beasted, unless he has ten Cards after he has taken in.

If the Person who has ten Cards dealt him, has a mind to play Sans-prendre, he must shuffle his Cards, and one of the Company shall draw out a Card at Hazard, and put it amongst those which they discard.

The Rules we have laid down for ten Cards, are the same with eight, because the

Reason is the same.

He that has but eight Cards, and would play Sans-prendre, must with eight Cards win enough for his Game: If he takes in with eight Cards, he may take in one Card more than he lays out.

The Manner of playing Solo: Or Sans-prendre.

O play Solo, or Sans-prendre, is to play without discarding; for this you must have a Game by which you may propose to win five Tricks.

If the Ombre wins his Game when he plays Sans-prendre, he is to receive three Counters

a-piece from each of the others.

If he loses it, he must pay Them three Counters a piece, for in all things there must be an Equality between the Loss and the Gain.

Observe, that the Sans prendre and the Matadores must be asked for, before the Cards are cut, for the next Deal; for after that, no Demand can be made.

But it is otherwise concerning the Beaste, which may be demanded at any time, while

you are playing the next Deal.

The Meaning of this is, that the Beaste; belongs to the Board, and the others are paid

immediately to the Gamesters.

If it be the Eldest Hand that plays Sansprendre, he only names his Trump, and the rest make their Discards, as we have said before. If he has an infallible Game, as, for Example, five Matadores, he may shew them upon the Table, and that is sufficient, without naming the Colour.

If

If the Eldest Hand should ask the Question, Do you give me Leave? and one of the others intending to play Sans-prendre, answers, No, you must do more; in this case he is not allowed to discard, but still has the Preserence of playing Sans prendre, as being first.

But if the Eldest passes Sans-prendre, he

who answered him is obliged to play fo.

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If one should name his Trump without first having asked Leave, he shall be obliged to play Sans-prendre, tho' he did not intend it.

But this Severity does not reach to the Youngest Hand, because the other two must

país, before it is his Turn to speak.

If before the Eldest Hand has spoke, either of the other Two should discard, and without asking Leave, name a Trump; if he has not seen his Cards, the Eldest Hand may oblige him to play Sans-prendre, or keep his Preserence of playing so himself, or else ask Leave, as he shall think sit: If he has seen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the Eldest Hand must not lose his Preserence.

The Manner of Discarding.

WHEN the Ombre plays Sans-prendre, it is very easy for the other Two to discard: He that is first may take eight or nine;

nine; but those that understand the Game, take care to discard so that the Game should not be divided.

Therefore when the Ombre does not play Sans-prendre, he that discards next to him, ought not to go to the Bottom of the Cards, unless he has a Matadore, or else some strong Trumps, with Kings.

What I mean by going to the Bottom, is, that he ought to leave at least five Cards to him that takes last; otherwise he will spoil all, by dividing the Trumps, which is a sure Way of giving the Game to the Ombre.

Then, it lies upon the Discretion of him who discards next to the Ombre, to judge whether he has a Probability of winning three or four Tricks; otherwise, he should leave five Cards to the last, as I have said before.

Therefore I do not think a Matadore, without any other Trumps, or Kings, a Pretence for taking in a great many Cards:

When this happens, the five Cards should be left to him who is to discard last.

It is to be considered, that the two who play against the Ombre are in the Condition of Partners at Whisk, and are to assist each other all they can.

I faid before, that he who goes to the Bottom of the Cards shall propose to win four Tricks; I do not mean by this, that he should

should have four, as sure Tricks, as if he were Ombre, for that scarce ever happens: All that I mean, is, if he has a good Appearance; for the Third Person is to affist him in making the Gano of his Kings, and forcing the Trumps of the Ombre.

If the Ombre does not play Sans-prendre, he discards first, the Person upon his Right next, and so the third; if he plays Sans-prendre, the Discard is to begin at the

Right, and fo on.

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In discarding there is no Regard had to the eldest Hand; but after the Ombre, it

goes on to the Right.

The Ombre should be very attentive in obferving how the others discard, and remember which of them takes in most Cards, for he may judge by that where the Strength of the Game against him lies: In this case, if he finds he is not strong enough to win five Tricks, he must endeavour to give Two Tricks to him whom he judges the weakest of the Two.

If after they have all taken in, there should be a Card left, he who discarded last may see it, if he pleases; in which case, all the rest have the same Liberty: But if he does not, and either of the other Two should look at it, that Person is Beasted.

If one of the Gamesters should take in a Card more than he lays out, he is not Beast-

ed for this: If he has not looked at his Cards

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he is to return the last Card.

If they are mixed with the rest of his Cards, one of the other Two shall draw a Card at Hazard out of his Game, and put it into the Stock.

If he should take one too few, it is much the same thing; if the Stock is still upon the Board, he may take a Card; if they are all taken in, he must draw one by chance out of the Discard.

The Manner of PLAYING the CARDS.

WHEN all have discarded, the eldest Hand plays first. After that, whoever wins the last Trick, plays next, as it is practised at all other Games.

And as I observed that you deal at this Game contrary to all other Games, you play so too; the Play always takes its Course

from the Right.

If you have not a Card of that Suit which leads, you are not obliged to play a Trump, but you may do it for the Convenience of your Game.

When one of those that defend the Stake demands Gano of his Comrade, he ought to

give it, if he can.

The meaning of Gano is, I Win; or, Let it pass; so that he who demands Gano, may be

be supposed to have the best Game, and the other should pass the Trick to him.

For Example; if the Ombre should play a Spade, and one of those that defend the Stake should play the Queen, and say Gano, or Gano del Re, his Comrade ought not to play the King; but in this case he ought to have a small Spade in his Hand, otherwise he must play the King, upon the pain of being Beasted.

If after one has called Gano, his Comrade feems to hesitate, or make a Difficulty of it; he may call to him three times very earnestly, Yo Gano si se puede; which is, You

must let me bave it if you can.

It must be observed, that the Formality of the Game is such, that no Terms must be made use of but these; all Words that are equivalent are forbid: But Gano must never be demanded, but to defend the Stake; for he that should call it with a design to win Codille, would in Spain be thus answered, No se deve, por Dios; i. e. It is not lost, by G—.

When one of those who defend the Stake, raps his Hand upon the Board in delivering his Card, it is to be understood as a Signal to his Comrade to play a high Trump to force out the Ombre's Trumps. Note, That this is not held unfair for the Game allows

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22 The COURT GAMESTER.

Formerly, if a Man played out of his Turn, he was Beasted; but at present it is

not fo, unless it be so agreed.

If you should separate one Card from the rest of your Game, so that the Ombre should see it, he may, if he pleases, oblige you to play it; provided that in playing it you do not make a Renounce.

As it is of great Consequence in this Game to know the Number of Trumps, and how many are out; every one has the Liberty of examining his own Tricks, and those of others: This is permitted on all Sides, as often as any shall think fit, though there be no Trump played.

If the Pack should not be true, the Game goes for nothing, if it be discovered in playing the Cards; but if it be not found out till after the Game is played, it stands good.

Of the BEASTE.

THE Beaste is made whenever he who undertakes the Game (that is to fay, the Ombre) does not win.

To win the Stake, the Ombre ought to

make five Tricks.

Except five Tricks are divided betwixt his two Opponents; that is, when one wins three, and the other two; in this case four Tricks are sufficient. He is likewise beasted, who plays with more or less than nine Cards.

A Man is beasted that makes a Renounce; but it is not a Renounce, when one by Surprize has thrown down a wrong Card upon the Table: Even when the Person who wins the Trick, has played again for a second Trick, if he has not folded up the first, he who played wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he must submit to the Beaste.

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When one finds out that another has Renounced, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the Renounce began.

But if the Deal be finished, the Cards must not be played over again.

Whoever Renounces several times in a Deal, suffers a Beaste for every Renounce.

All the Beastes that are made in one Deal, must lie together upon the Board, and be played for the next.

If one should be beasted for playing with ten Cards, and the Ombre for not winning his number of Tricks; these are two Beastes, which, with the Stake upon the Board, make three Stakes; and they are to be laid together.

24 The COURT GAMESTER.

ther, and played off the next Deal, unless they are separated by Agreement.

He who makes many Beastes in one Deal, may put them all to one Stake, if he pleases,

and the others cannot hinder him.

He who in taking his Cards from the Stock, should, by letting a Card drop, or

otherwise shew one, is beasted.

Observe, that all Beastes which are made, of what Nature soever, must be of the same Value with that which the Ombre is to take up, if he wins, whether it consists of one, two, or more Fishes: Therefore those Gamesters who play with Caution, take care not to suffer by Oversights; and after they take in the Cards from the Stock, always tell them before they look at them, lest they should have more or less than Nine.

Observe also, that the Tricks may be variously divided, according to which, One (

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either faves, or makes a Beafte.

There are but two ways for the Ombre to win, which we have spoke of already: Now we are enumerating how many ways he may lose, or be Beasted.

When the Players win three Tricks apiece the Ombre is Beasted; and this is what is call-

ed the Remise by Three.

When the Ombre wins four Tricks, and one of those that defend four Tricks, the Ombre

Ombre is likewise Beasted; and this is also

called, Remise, Risposte, or Repueste.

Therefore he who defends the Stakes, and has not a Game by which he may almost depend upon winning at least three Tricks, should avoid winning above one; but assist his Comrade in getting four Tricks, in order to Beaste the Ombre,

When there are many Beastes upon the Board, that which was laid down first, is to be taken up first; afterwards, that which is

of the highest Value.

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When the Ombre makes but four Tricks, and one of the Defendants five; or when the Ombre makes but three Tricks, one of the others four, and the third two, the Ombre is Beasted; and he who wins more Tricks than the Ombre, takes up the Stake: And this is what is called winning the Codille, of which we shall treat by itself.

Of the Codilla, or Codille.

THE Codille is, when one of those who Defends the Stake wins more Tricks than the Ombre; in this case the Ombre is not only Beasted, but he who wins Codille, takes up that Stake which the Ombre played for.

He who aspires at Codille should play with Honour, and, as I observed before, never demand Gano, when he is sure of winning

four

four Tricks; but as there is no Penalty in this case, all the Defence we can have against such People, is to play with them no more.

If the Ombre should demand Gano, tho' it

were to hinder the Codille, he is Beafted.

Some, as foon as they have discarded, and seen the Cards they take in; if they find a very bad Game, will give it up, and yield themselves Beasted, in order to prevent the Codille: But this does not seem fair; and as it is not any Part of the Game of Ombre, there is no Rule provided in this Case: However, it is never done among those who would value themselves upon their good Manners.

Therefore in Honour, I think there is but one way of disappointing a Codille, and that

is by good Play.

When it happens that one of the Gamesters by his Play may either give the Ombre his Game, or give the other the Codille, he should chuse rather to give the Codille, and let the Ombre be Beasted: The Reason is, that when the Ombre wins, he robs the Board of the Stake; but in the other case, he lays one down, for that which the Codille takes up.

If he who aims at Codille, should call Gano at his fourth Trick, when he is sure of a
fifth, he ought not to draw the Stake; and
upon such Occasions I have often seen when
it has been lest; but, as I said before, there
being no Law for it, it depends upon the
Honour of the Gamesters.

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Have observed before, that a Fish is generally valued at Ten Counters, or sometimes Twelve, just as the Gamesters please; but this Variety can never puzzle any Per-There are likewise other Degrees of fome of which are valued at Counters, three Counters, some six, &c. which are contrived for the greater Ease of paying at Play; but we shall only speak of the Fishes and Counters here, for it is but seldom that

any other Sort are used at this Game.

When you begin to play, every one is to stake a Fish, placing it just before him; these are Three Stakes, which are to be played for at three Deals: As for example; when the Ombre wins his Game, he takes up a Fish; if the Ombre wins a second Game, he takes up another; then there remains one upon the Board; the Person who is Ombre the third time, though he wins his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two to lay down a Fish each, without laying down himself; so that it may be said, he plays upon the Prospect of a future Gain.

But now we will suppose it another Way; as for Example, if he that is first Ombre should be Beasted, then he is to lay down a Fifth, which he is to place a-cross one of thole

t hose that lay upon the Board before: Then it is called a double Stake, and will appear in this Manner. esono bevielde eval-



CHARLES FREE WEST

So if there should be Three successive Beastes, there will be as many double Stakes, which must be all crossed as this above.

Whenever the Ombre plays for a double Stake, if he loses his Game, he is doubly Beafted.

When several Beastes happen in one Game, we have given Directions already how they are to be disposed of.

You must observe, that the single Stakes. must be played off before the double ones, in

regard they were first laid down.

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When all have examined their Cards, and no-body undertakes the Game, that is, when all pass, every one must lay down a single

Counter, and this as often as all pass.

When the Passes increase, and every one has a Number of Counters before him, fo many of them must be put together as will make a Stake, either Ten, or Twelve, according to the Value of a Fish; and this is to be done as often as the Passes increase to a Number sufficient for a Stake. bliton

Of the VOLE.

WHEN one Person gains all the Nine Tricks, it is called winning the Vole. The Advantage of winning the Vole, is, that he who is so happy as to gain it, sweeps the Board, let there be ever so many Stakes upon it.

But suppose there is but one Stake upon the Board, either double or single; in this Case, he who wins the Vole, gains double.

what lies upon the Table.

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As for Example; if there be a Stake of two Fishes, and two Counters before each Player, which were laid down for the Passes, each of the other two shall pay him who wins the Vole, one Fish and three Counters, which makes the Stake upon the Board double; But, as I said before, if there be more Stakes than one upon the Board, he who wins the Vole must be content with them, without receiving any thing from the other two Gamesters.

If many Beastes were made in one Deal, which by Consent, or by him who made the last Beaste, are put together, this is but one Stake, and he who wins the Vole, shall have it made up double to him by the other two, as was hinted before.

It is very difficult to win the Vole, and therefore it should never be undertaken but upon a very good Title; for he who once engages in it is obliged to go forward.

When the Ombre has won his five Tricks, and plays down one Card more, without faying any thing, he engages for the Vole; in this Case his two Adversaries have their Liberty of shewing each other their Game,

and confulting how to defend it.

If he who undertakes the Vole should miscarry, the other Two shall divide between them what lies upon the Board, but he shall pay them nothing; on the contrary, if he plays Sans-prendre, or has Matadores in his Hand, he is to be paid for them, though he does not take up any thing.

What I have faid concerning the Advantage of winning the Vole, is not always fixed, for sometimes it is a great deal more; but that depends upon the Humour of the Gamesters, and according as they agree to it before

they begin to play.

Of the Continuance of the Game.

A Application, it is necessary to set fome Limits to the Continuance of the Play; therefore the Gamesters generally agree beforehand how many Tours or Stakes they will

will play for, as ten, twenty, thirty, forty, more or less: After which, if any of them be disposed to leave off, he may throw up the Cards without Offence.

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Every Stake you play, you set aside a Counter to mark the Tours, and so on, till they amount to the Number you agreed to play; but you must observe that a Codille is not to be marked as one.

After you have played your Number of Tours, you may go on to the first Beaste, and this is often practised; but if any of the Gamesters should refuse this, you have no Reason to complain of him.

If one of the Gamesters thro' Peevishness, or for any other Cause, should throw up the Cards, before the Tours agreed upon are played out, he is obliged to pay; not only his own Losings, but likewise what either of the others lose, and the Cards.

These Rules are always practised among Persons of Honour; but when a Man finds himself engaged with two Sharpers, it will be no Wonder if he meets with other Usage.

The different Games that may be Played.

MOTHING puzzles Beginners for much as to know when they may venture to play, and when they should pass. To remove this Doubt as much as we can, I have C 4 marked

marked down here all the small Games which

a Man may venture to play.

The general Rule is, that to undertake the Game, a Man should have three sure Tricks; for the most that can be expected from taking in three or four Cards, is to win two Tricks more; and, as I have before observed, for the generality you must have five Tricks to win.

But when a Man is perfect Master of the Game, and can by his Address manage it so as to divide the Tricks between his Adverfaries, he may venture to play a bold Game.

Here follows a Detail of the smallest Games that can be played: We will begin with the Black fort, Clubs and Spades; but I should first observe to you, that with the 2 Matadores you are always to play in any Colour, therefore it is needless to mark them down as a Game. one bits solol method to

The Rules are always or all fic GAMES which may be played in BLACK,

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King.

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Manille, the Duce. Spadille, Ace of Spades Basto, Ace of Clubs. Basto, Ace of Clubs. King. A fmall Trump. | A fmall Trump.

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Manille, the Duce. King.

A fmall Trump.

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Spadille, Ace of Spades

Spadille, Ace of Spades Basto, Ace of Clubs. Queen. Seven.

VII.

Spadille, Ace of Spades King, Queen.

Knave. Seven.

Basto, Ace of Clubs.

King. Queen. Knave.

Seven.

XI.

King. Queen. Knave. Seven. Six. Five.

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Spadille, Ace of Spades Manille, the Duce.

1 Trump

2 Trumps. VI.30

Manille, the Duce-Bafto, Ace of Clubs. Queen.

I Trump.

Trumps. THE A MILES

Manille, the Duce.

King. Queen. Knave.

Seven

Manille, the Duce. Basto, Ace of Clubs, Seven.

Six. Five. Four.

XII.

Spadille, Ace of Spades

King. Five.

Four. Three.

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There are many other Ways of Playing the Cards, but it is impossible to enumerate all: However, by these you may judge what Games you may venture to go upon.

Take Notice, that all the Cards I name must be of the same Colour except the

Black Aces.

Observe, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a small Trump.

GAMES which may be played in RED.

Spadille, Ace of Spades Manille, the Seven. Punto, Ace of Trumps in Red. I Trump.

Spadille, Ace of Spades Basto, Ace of Clubs. Punto, Ace of Trumps

I Trump.

Spadille, Ace of Spades Manille, the Seven. Knave. Three. A King.

Basto, Ace of Clubs. Manille, the Seven. Punto, Ace of Trumps I Trump.

IV.

Spadille, Ace of Spades Manille, the Seven. King. Queen.

VI.

Spadille, Ace of Spades Basto, Ace of Clubs. King. Queen. Knave.

Bafto,

VII.

Basto, Ace of Clubs.
Punto, Ace of Trumps
King.

Queen. Knave.

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IX.

Manille, the Seven.
Basto, Ace of Clubs.
King.
Queen.

XI.

Spadille, Ace of Spades Basto, Ace of Clubs. King.

I Trump.
A King.

I Trump.

VIII.

Manille, the Seven.
Punto, Acc of Trumps
King.
Queen.

Knove.

Manille, the Seven.

Basto, Ace of Clubs.

Knave.

Duce.
Three.
Four.

Note, The Directions we have given for playing in Black, are the same in Red; but with this Difference,

viz. As there are more Trumps in Red than in Black, your Game should be something better when you play in Red, because there are more against you.

Observe, that the Games we have marked here, are the smallest that can be played upon the Cards. There are an infinite Number of good Games, which we think needless to reckon up, because we suppose nobody will hesitate at a good Hand.

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You should observe likewise, that you must have a better Game when you are to play second, than if you were to lead, or play last; for when you are thus hemmed in, you will find it very hard to disengage yourself, unless you have a good Game. This Disadvantage you will soon find out by a little Play.

Thus we have drawn you up a Set of Games that may be played with discarding; now we shall shew another Set, which may

be played Sans-prendre.

Games in BLACK, which may be played, Sans-prendre.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
King.
I Trump.
A Renounce.

III.
Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
King.
Two Kings.

II.
Spadille, Ace of Spades
Manille, the Duce.
Queen.
Knave.
Two Kings.
A Renounce.

IV.
Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
Three Trumps.
A Renounce.

more against you.

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Basto, Ace of Clubs.

Manille, the Duce.

Queen.

Knave.

Two Trumps.

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VII.
Basto, Ace of Clubs.
King.
Queen.
Knave.

Seven.

King.

Six.
A King.

IX

Spadille, Ace of Spades King.

Queen. Seven.

Six.

Four.

A King.

Games, iv z o, w

Manille, the Duce.
Basto, Ace of Clubs.

King.
Three Trumps.
A Renounce.

VIII.

King. Queen. Knave,

Seven. Six.

Five.

A King.

X.

Manille, the Duce,

King.

Queen.

Knave. Seven.

Four.

A King.

A Renounce.

Games

Games in R E D, which may be played, Sans-prendre.

I.
Spadille, Ace of Spades
Manille, the Duce.
Bafto, Ace of Clubs.
3 Trumps.
A King.

III.
Spadille, Ace of Spades
Manille, the Seven.
Punto, Ace of Trumps
Queen.
1 Trump.
A King.

V.
Basto, Ace of Clubs.
Punto, Ace of Trumps
3 Trumps.
A King.
A Queen guarded.

Spadille, Ace of Spades
Manille, the Duce.
Basto, Ace of Clubs.
King.
I Trump.
A King.

IV.

Manille, the Seven.

Basto, Ace of Clubs.

Queen.

Knave.

Trumps.

A King.

VI.
Punto, Ace of Diamonds.
King.
Queen.
Knave.
Duce.
Three.
Six.
A King.

VII.

Manille, the Seven.
Basto, Ace of Clubs.
Punto, Ace of Trumps
3 Trumps.
A King.
A Renounce.

VIII.

Spadille, Ace of Spades Punto, Ace of Diamonds.

King.

Queen.

2 Trumps.

A King.

Queen guarded.

A Good Player will venture to play upon a weaker Game when he is to lead, or play last, than when he is second, as I observed before of Discarding.

Now I have laid down every Rule of Ombre; but notwithstanding all my Directions, let a Person play with ever so much Judgment and Caution, he will often find himfelf disappointed in his Game; for Fortune will have a Hand in small Things, as well as Great, so that it is not to be expected that the best Gamesters shall always win; you may lose upon a very good Game, when all the Trumps that are against you fall into one Hand; on the contrary, when they happen to be divided, you may win a very small Game, I once saw a very good Player lose a Game with four Matadores and three Kings: You will imagine the Cards must be very strangely disposed; for it happened that the Eight Trumps which were against

against him (I say Eight, for he played in Red) were all in one Hand; so that his Kings being all trumped, he won but four Tricks.

As frequent Disputes are like to arise at Ombre, and People are feldom fatisfied with the Judgment of the Standers-by; I have subjoined a Table of all the Rules and Articles of the Game; which will decide Disputes very impartially.

I shall now speak of the different Sorts of

Ombre.

Of La Espadilla por Fuerca, that is, Force Spadille, or Espadille Forcé

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T HIS Manner of playing at Ombre may be diverting enough where People do not play for any thing, because Beastes happen almost continually, and the Codille is often won when it is least expected; but where People play for Money, it is quite different: For Ombre, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance; and Conduct can be of no Use to a good Player, who finds Spadille in his Hand very ill attended.

It is played like the Game at Ombre we have described; every one speaks in his Turn, and if all pass, then he who has Spadille in his Hand is obliged to play, let his Game

Game be ever so bad; therefore when the others have passed, he has nothing to do but to name his Trump, and to discard. 101 103

But he who has Spadille may pass, to see if either of the other Two will put him out of his Pain, and Play; if they do not, he

must Play, as is said before.

When all pass, and no-body owns Spadille. the Cards that are left must be examined; and if it be not in the Stock, it must be in fome Hand: In this Case, he who has it, and did not own it, incurs a Beaste, and the Deal is not to be played, because the Cards were feen.

This is all that can be faid of this Sort of Ombre, which is feldom played for Money, because indeed it spoils the Game.

Of GASCARILLA, or GASCARILLE. distants, and takes in wha

HIS is a new Way of playing at Ombre and is feldom practifed but where People play for Trifles. The Method of it is thus: When all have passed, one Perfon declares to play Gascarille; then that Person lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the strongest.

Sometimes

Sometimes he who plays Gascarille lays out all nine; and observe, that he is obliged to lay out at least eight. In I ald omnote.

If he wins his Game he is to receive three a-piece for Gascarille; if he loses it, he pays

them three a-piece.

He pays, or receives, for Matadores, as at the other Games of Ombre.

Of the WHIM.

HIS is another odd Way of playing ar Ombre, and feerns to the invented

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for Variety fake; it is thus:

When all have passed, one declares to play the Whim; that Person is to turn up the Top-Card of the Stock, and whatever Suit that happens to be of, is his Trump, and he is obliged to abide by it.

Then he discards, and takes in what Number he pleases, and the Card turned up must

be one of them. Sand mobile at line

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The Person who plays thus, if he wins his Game, receives nothing for playing the Whim, nor pays any thing if he loses it.

He pays, or receives for Matadores, as

at the other Games of Ombre.

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Of QUADRILLE, QUINTILLE, and SINGLE OMBRE between Two.

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THE French, ever fond of Novelty, and equally fickle in their Dress and Diversions, have inoculated several Cyons upon the Spanish Root of this Game of Ombre.

QUADRILLE, or Ombre by Four, varies from Ombre, by Three, in having all the 40 Cards dealt out; to each Person ten a-piece, thus: Twice Three, and once Four; or once Four, and twice Three, as the Dealer pleases; but the Cards must not be dealt out One and One, or Two and Two, as some raw Players irregularly practise.

If any Card whatever be tarned, the Deal is lost, because no Discarding is allowed in this Game.

There is no Forfeit upon losing the Deal, the Dealer being only obliged to deal the Cards over again. Quadrille, in most Respects, follows the Laws and Rules of the other Kinds of Ombre, excepting one Variation, called, Au Roy rendu, (the King given up,) which is, that the Person who has the King that was called, is at Liberty to surrender his Majesty to the Ombre, who in return must

must give him another Card out of his

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Game,

There are some Persons who will play at this Branch of Ombre, by dealing out Ten Cards a-piece, between Three, and this, in downright Irish Phraseology, they call Three-banded-Quadrille; which in plain English is Four-banded-Ombre played by Three Persons. But this filly Manner rather deserves our Ridicule, than any other Notice.

It is a Game of very little Entertainment, and cannot be at all agreeable to those who understand three-handed Ombre: It is however proper enough to give an Idea of the Game of Quadrille, to those who are desi-

rous of learning it.

This Game is disadvantageous to the Ombre, who has always two Adversaries to contend with. It is seldom or never played, but when a Fourth to make a Match at the genuine Quadrille is wanting, the Laws and Rules of which it observes in all Points, except in the following Particulars which are peculiar to This.

I. To play this Game, no more than thirty Cards are used: One of the whole Red Suits must therefore be laid aside, it matters not which of them; and the Ombre, whether he plays Sans-prendre, or calls a King, must, to win, make 6 Tricks; if he makes

makes but 5, it is Remise; and he loses Codille, if he makes but 4, or less.

II. The Game is marked and payed as at Quadrille, but the Beafte is of 14 Counters,

tho' there are but 13 down.

III. He who plays by Calling a King, having first named the Trump, Calls, or indeed rather Demands, whatever King he judges most convenient for his Game; and he of his two Adversaries who has it, is obliged to deliver it to him, and to take in lieu thereof whatever Card the Receiver thinks fit to give him, and which the third Player is free to look upon; with this Affistance the Ombre must make fix Tricks. or lofe. The Law is the same in regard to him who is forced to play with Spadille, the others having passed.

IV. It is not permitted to name for Trumps the Suit that is laid out; for if that was suffered, with Spadille alone, and Kings, Queens, &c. any one might make the Vole. without the Defendants being able to oppose

it.

In every other Respect this Game follows the Laws of Ombre, to which Recourse must be had for all Accidents that may intervene.

We next come to QUINTILLE, or Ombre by Five, from whence Quadrille has its Original. It is very entertaining when well played.

played. I shall give an Account of the Manner how this Game was played at first, and then proceed to the present New Method, as it is brought nearer to Quadrille, which is also rendred much more agreeable and amufing than formerly.

In playing the Old QUINTELLE, no Fishes are given out: Each Player only takes

20 or 30 Counters, which are valued at 5, 10, 15, 20, or 30 Pence a-piece; in a Word, what they please themselves, according to the Agreement they make when they begin

the Party.

They draw the Places, and when they have feen who is to deal, every one lays down a Counter before him, and has 8 Cards dealt him, and no more, which is the usual Way of dealing at this Game, there being no Cards left, and by consequence no Discard to be made.

The Manner of speaking and beginning to play, is the same as at Quadrille, or Ombre played by Four; and to win, Five Tricks

must be made.

He who plays Sans-prendre must name the Trump, and, to win, must make five Tricks: If he wins, he has two Counters paid him for the Sans-prendre, by each of the Desendants, and as much for each of the three Matadores, if he had them; but should all

all his eight Cards have been Sequents of Matadores, he must expect no more.

If several Beastes are at once upon the Board, and he who plays Sans-prendre makes the Vole, he has no more than what is down. and two Counters from each of the Players. .

If there are only fingle Stakes upon the Board, he who plays Sans-prendre and wins. of the five Counters that are down, besides his Due for the Sans-prendre, draws only two of the Counters, and by confequence there remain three.

Whoever of the Players, except the youngest Hand of all, plays, after having asked, Does any body play? and is answered, No. he must name the Trump, after which, he may call to his Affistance any King, except that of Trumps.

He who has the King which has been called, affifts the Ombre; and if between them they make five Tricks, they have jointly won, and the principal Player, that is, the Ombre, takes up two of the three Counters, and the Friend one. When the Counters happened be even, they equally divide them.

It is Remise when the Ombre and the auxiliary King make but four Tricks between them: In such case the first puts down two Gounters, and the other one.

and the auxiliary King equa

wedt e Soil; and it the Number

They lose Codille, if they make but three. and in this Case the other three Players have a Right to take up each of them one Counter.

The Laws of this five handed Ombre appoint, that the four eldelt Hands having passed, the fifth, let him have ever so bad a Game, is obliged to play, calling however a

King to his Affistance.

If Codille is won, and there are four, or five Counters down, each of the Three who defended the Game are to take up one: By consequence there are either one or two remaining upon the Board. If there is but one, it belongs to him who has the highest Trump; if two, the other is for him, of the two remaining Defendants, who has the next best Trump. Sometime and on the year

If Codille is loft the first Time, the three Defendants, who win it, take up, each of them, a Counter, and the remaining two are to be played for in the following Deal.

If the Ombre, having called a King, happens to win the Vole, he receives two Counters from each of the Defendants; and if the Number chances to be odd, the auxiliary King has one.

It may fometimes happen that there are more to be divided by Reason of the Beastes that have been made; in fuch Cafe, the Ombre and the auxiliary King equally divide the Spoil; and if the Number is odd.

(except

(except in Case of the Vole) the odd one, belongs to the Ombre.

In this FIVE handed Ombre, he who undertakes to play for the Vole and miscarries in his Enterprize, incurs no Penalty, having nothing to pay to the other Players.

He who is beasted, lays down as many Counters as he should have taken up, had he

won the Game.

The Matadores are to be paid for, only when they are found in one Hand, and the Auxiliary-King has no Share in that Payment when they were in the Ombre's Hand; to

whom they are to be paid.

If, on the contrary, they are in the Auxiliary-King's Hand, they are to be payed to him; but if the Ombre and the Friend are beasted, he of the two, who had the Matadores in his Hand, is to pay them to the rest, except to his Fellow-Loser. This Law is to be understood in the same Sense when they win jointly.

The pleasantest and most diverting Part of this Game, is, Concealing the King the Ombre has called; inasmuch as the Ombre is all the while in Pain, and at a Loss to know what he has to do, and very often gives the Advantage to his Adversaries,

imagining he does it to his Friend.

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For losing Deal there is no Penalty; the Cards must only by shuffled and dealt over again.

These are the Rules of the OLD Quintille. We next come to the NEW Quintille, which is now brought as near as possible to the Laws of Quadrille. The first Thing we are to take Notice of, in laying down the Rules of the New Quintille is, that it follows the Laws of Quadrille in every Point, except where there is a Necessity of deviating from them. So that it shall suffice, with the Laws, which are peculiar to it, to mention some Rules abstracted from Quadrille, by Reason that they are wholly contrary to the old Manner of playing this Game.

The Stakes, Marking, and Paying the

Game, are the same as at Quadrille.

When you have agreed upon the Value of each Fish, the Places drawn, and when it is known who must deal, the Dealer is to stake down one Fish, and each of the others one Counter for the Game, after which the Dealer, having caused the Cards to be cut by his lest-hand Man, is to give 8 Cards a-piece, 4 at a Time, nor must be deal any other Way.

The Cards, being dealt, every one is to speak in his Turn, beginning at the eldest Hand. If any one has a Hand to be played

with the Affistance of a King, he is to ask the Question, saying, Does any Body play? If he is answered in the Negative, he is to name the Trump and call a King, who, in Conjunction with him, to win, must make 5 Tricks; and they lose it by Remise if they make but sour, and by Codille, if they make less.

If they win, they are paid the Rewards, and the Matadores, in case they had them; and if they lose, they equally pay the Rewards, and Matadores, if they had them, whether they are beasted by Codille or Re-

mise.

Observe that there is no mention made of paying the Game, as at Quadrille; because we said at first, that every one must stake down, and by Consequence those who win must draw the Stakes, whether the Ombre alone, or with the Help of a King; or the Desendants if they won Codille.

The Beaste, and whatever else is to be paid, is done one half by the Ombre, and the other by the King his Ally; if in the Payment there happens to be an odd Counter, the Ombre is to pay it; as in the Winnings they divide equally, and the odd Counter.

ter falls to the Ombre's Share.

This Game is not so rigorous towards the Ombre as Quadrille, since he can never be beasted alone when he calls a King, even

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if he makes but one Trick, but the Auxiliary-

King is always to contribute one half.

If all the five Players have passed, and he who has Spadille, is obliged to play, calling a King, he follows all the Laws of those,

who play voluntarily.

In Regard to playing Sans-prendre; the Laws of Quadrille are to be observed in all Points; the other four Players being united against him who plays Sans-prendre; who, to win, must alone make 5 Tricks; being beasted by Remise, if he makes but 4, and by Codille if less than 4.

When he who plays Sans-prendre, or calls a King he has in his own Hand, loses Codille, the four Players his Adversaries divide amongst them what was played for; and if there are any odd Counters, as it often happens, He of the four, who had the highest Trump takes up one, the second is for Him of the three others, who had the next best Trump; and if there are 3 odd Counters, the third is for Him of the remaining two, who had the best Trump; but in Case they had neither of them any Trump at all, it is let alone till the next Deal.

The first Beaste is always of 15 Counters, the second of 45, except the Game, in which the first Beaste was made, was won by Codille; in which Case the second is but of 30. In either Case you must add the Number of 15

for

for each Beafte, according as they are made.

The Matadores are paid all one as they are at Quadrille; it is indifferent whether they are all in the Ombre's Hand, or whether divided between him and the King his Ally, they part what is paid for the Matadores, as well as the rest of the Winnings.

The Vole is likewife paid, according as has been at first agreed upon, to those, who win it; and those, who jointly make it, are

jointly to divide the Gain.

There is no Rifque in undertaking the Vole, there being no Penalty for those who undertake and miss it; nor is there any for those, who, undertaking to play, make the Devole; that is, are flammed by not winning one Trick, as it sometimes happens; they are only obliged equally to pay the Vole to their Adversaries; still observing that the odd Counter, as it belongs to the Ombre, if he wins, must be paid by him when he lofes.

He who calls a King, and makes not one Trick must be beasted alone, provided that the Auxiliary-King makes any; but if he likewise makes none, the Beaste must be equally paid between them.

The Vole draws no more than what was played for; the Cards are cleared by a certain Number of Counters, as has been at

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first agreed upon, to be paid by each Player.

As to the Renounce, and all the rest, except in the foregoing Particulars, the Rules

and Laws of Quadrille are observed.

It is the best Way for the Ombre to trump about as soon as he can, and likewise for the Friend, when the King that was called has appeared, or even before, if he can, the better to accommodate the Ombre's Game, that his Kings may pass, which otherwise run the Hazard of being trumped.

These Rules, make New Quintille much more entertaining than the Old Way of playing it, which is now quite out of Use, except in some petit French Provinces, where they likewise play Quadrille, almost after the

fame Manner.

New Decisions upon the Difficult Points and Incidents which may happen at QUADRILLE.

Part of the Laws of Quadrille, and are neither unpleasant, or unnecessary, because they shew the Reason of their Institution.

I. Of the Deal.] If in Dealing, any Card happens to be faced, the Deal is lost. The Reason is, that it is neither just nor equitable that any of the Players should lie under

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der the disadvantage of having one of his Cards known, which may prove prejudicial, whether he plays Sans-prendre, with an Auxiliary-King, or defends the Stake. Besides, the Law would not be equal, if a faced Card belonging to one Player should be received, and the Deal pass for Good, when, at the same Time, if a second should come to another of the Players, and a third to another, the Deal would be reputed falle, and would pass for nothings and yet this second or third faced Card dealt to different Players, could produce no other Effects to their Game, than the first faced Card would do to his, to whom it had been dealt. So, by Consequence, if for two or three faced Cards occurring in a Deal, tho in different Hands, the Deal is counted foul, it is very reasonable that it should be likewife counted fo, when there is one faced Card.

It is not permitted to deal the Cards after any other Manner than by 4 and 3 at a Time, tho' fome Players erroneoully pretend that every Player is at Liberty to deal as he pleases; for fince this Game follows, as near as possible, the LAWS of OMBRE, at which Game the Cards are not to be dealt any otherwise than 3 at a Time, it is not just to deviate from that Law, which has nothing in it but what is very reasonable, and which is directly contrary to the Abuses

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which

which might be introduced, had every one the Liberty of Dealing according to his Fancy, by some sharping Players, thro' the Knowledge they might have of the Cards by marking them.

II. The Method of Calling.] As the Opinion of some Players, who are for having Him, who has the sour Kings in his Hand, pass, except he will play Sans-prendre, is repugnant and contrary to the Liberty of Quadrille; and it is but reasonable that it should be free for him to play, either calling a Queen, or one of his own Kings; it being generally received, that he who is unwilling to run the Hazard of Sans-prendre, may call one of his cwn Kings, or any Queen, except That of Trumps.

Observe that, to call a Queen, you must have the four Kings; so that if you want the King of Trumps, notwithstanding you have the other three, you are obliged either to call

one of those Kings, or to pass.

As Penalties upon the Faults committed in all Games, are imposed with no other View than to prevent the Abuses, which might be introduced by sharping, it has been thought necessary to use Severity in Regard to the following Particulars; because it would be

be no difficult Matter to abuse them, if they

were otherwise judged, or decided.

He who draws from his Game a Card, and presents it openly as if he was going to play it, is obliged so to do, if his retaining it can do the Game any Prejudice, or give any Knowledge or Intimation to the Friend, especially if it is a Matadore.

This Case equally regards the Defendants

as well as the Ombre and the Friend.

He who plays Sans-prendre, or has called his own King, is not subject to this Law, by Reason that by discovering his Card he can

reap no Advantage.

He, who, not being eldest Hand, and has the King, which the Ombre called, shall trump about with Spadille, Manille, or Basto, or shall even lead out the King, which was called, to give Intelligence that he is the Friend, having other Kings in his Hand that he fears the Ombre should trump, cannot pretend to lay the least Claim to the Vole; nay, and in Case any indirect Meaning appears in his having so done, he ought to be Beasted.

IV. Of Mistakes and Accidents.] The Liberty allowed in Quadrille, of looking over the Tricks each Player has before him, to see what has been played, may cause a Fault in two of the Players at once, the one in D 5

committing, and the other in occasioning it; which has occasioned that Point to have been

decided after the following Manner:

He, who, instead of turning up the Tricks of any one of the Players, shall turn up his Game, which may be laid down before him, and shall look upon it, or cause it to be seen by the other Players, shall be Beasted, together with him, whose Game he has discovered, each paying half the Beafte; the one paying for his Mistake and little Attention, and the other for his Negligence in leaving his Cards upon the the Board, when he ought to have kept them in his Hand till the Deal was played out. The Establishment of this Law is by fo much the more equitable, because it prevents several Abuses. First, the Snares and Baits, which might be laid for Those, who want to count the Cards, by placing the Game near the Tricks on Purpofe to entrap them. Secondly, the knavish Designs of fuch, who, making as if they were going to fee what had been played, should turn up the Cards of the other Players, which by Chance or Neglect they might have laid down before them.

V. Of Renounces.] He, who renounces, is not to be Beasted, even if the Trick is taken off the Board, in Case he recollects and perceives it before the Trick is turned down

by the Person who won it; but if it is turned

down, he must be Beasted.

He is likewise Beasted, if the Trick be covered with another Card by thy Person who won it; except he immediately recollects himself before the next Card is played; in which Case he may recover his Card, and must not be Beasted.

He does not renounce, who, having forgot the Trump, has been told by any Body that the Trump is in such a Suit, and who, having none of the Card which is led, shall trump it with one of that Suit he has been told was Trumps; but he cannot take up his Card again, and the Trick must belong to him, who won it; it being unjust to punish Honesty after the same Manner as one would Knavery, or what might look like such.

He who, without asking what is Trumps, shall trump with a Card, which is not so, and shall have turned down the Trick, must be Beasted, if it appears, or may be suspected, that he did it with a fraudulent Design.

He who renounces several Times in one Deal, if it is not perceived till after the Tricks are turned down upon the Board, is to be Beasted but once; but if after he has been made sensible of the first, he is still shewed a second, and then a third, he must be Beasted for every Renounce he made, and

he must take up all his Cards and play them over again, as they ought to be played; and the other Players must observe to play their Cards as they played them before.

VI. Of the Faults of discovering one's Game.] The Fault of discovering one's Game is not the less considerable for its being common, since the Toleration thereof might

introduce many Abuses.

It is not therefore permitted either to Those, who undertake to play, or to those who defend the Stake, to discover their Cards before the Game is won, by Reason that the Friend of him, who has shewed his Cards, may make his Advantage of it. So that he, who does it, must be Beasted,

This Case does not regard him, who plays Sans-prendre, or who has called his own King, because his Game can be favour'd

by none.

Those, who defend the Stake, the they have made six Tricks, are not to expose their Cards, but to continue playing till the last, to see whether the Ombre can win his three Tricks to avoid being Beasted alone.

VII. Of the Faults of Speaking.] It is not permitted at Quadrille to speak at all, not even to say, That is the King; since the Person who

who is to play next, either ought to know That, or may find it out by the Tricks already made. Neither ought any one to fay, such, or such Cards have been trumped; even he, who is to play, must not ask it, but may look in the Tricks, which have been played before.

He, who speaks a Word in playing, to encourage his Friend, must not pretend to the Vole.

He, who fays a Word to make him defift, must be beasted

It is not even permitted to fay, we have

fix Tricks.

The Liberty each Player has to look over the Tricks whenever he pleases, ought to be understood only when his Turn comes to play, having no Occasion to know what has past, but only when he is to determine

what he is to play.

By this Means are prevented the Abuses, which frequently happen, when he, whose Turn to play is either past, or not come, counts fuch and fuch Suits; because by fo doing, he determines him, who is in Sufpence, whether to play this, or that Card; and besides the Prejudice it may do the Game, it is unfeemly, and does not look well fo to do. BERTO AND VOY DIRECTE

VIII. Of the Beafte. There is no Time prescribed when the Beaste is not to be forfeited; it may be demanded several Deals after, if he, who won it can prove that he won it in the same Deal, wherein it naturally should have been played for; but it is not fo of the Mistakes that may have been made in reckoning the Beaftes. As for Example: if a Beafte, which should have been counted for 56 Counters, went but at 42, and he, who won it, has received them, without demanding the Overplus of this Mistake, it must not be paid if the next Deal has been played out, to avoid the Confusion such Disputes might occasion; neither would it be Justice. fince the Party runs no Hazard of losing more than what he may win.

IX. Of the Sans-prendre, and the Matadores.] The Sans-prendre and Matadores are to be demanded before the Cards are cut for the next Deal, otherwise they are not to

be paid.

It has been nevertheless judged necessary to make Exception to this Rule, to punish the Knavery of such, who occasion those that have a Right to demand this Due from them, to lose it by shuffling the Cards, and causing them to be cut before they are aware, and by Consequence, before they had New Decisions on Quadrille. 63 had demanded what they ought to have had

as Winners.

If he, who plays Sans-prendre, either with, or without Matadores, has not received from any one of the Players what he was to have had for winning the Game, he may notwithstanding the Cards are cut, demand, together with the Rewards, &c. the Sans-prendre, and Matadores, if he had them.

If he who played Sans-prendre, has not demanded it, and has himself either cut or dealt the Cards, there is nothing due to him but the Stake and Rewards for the Game

he won.

If he who played Sans-prendre, with the Matadores, demands thro' Mistake the one for the other, he must have nothing paid him, except he recollects himself before the Cards are cut; this Game requiring a formal Explication of every thing in its proper Terms.

He who plays, calling a King, is not obliged to observe this Distinction, because there being two of them concerned, either of them may demand what is their Due before the Cards are cut; this Law only regarding those, who play either Sans-prendre or calls their own King.

He who, playing Sans-prendre, shews his Game, which he has sure in his Hand, without naming the Trump, is obliged to

play in the Suit, which one of his Adversaries shall name. So having taken up his Cards again, he lets the eldest Hand play; to whom it belongs to name the Trump before he throws down his first Card; or if, being himself eldest Hand, he leads the Board with Spadille, or Basto, without declaring the Suit he plays in; this Game, as has been already observed, requiring an intire Explication.

X. Of Forced Games.] When all the Players have passed, he, who has Spadille, is forced to play. It is to be presumed that having passed he has no good Game; and by Consequence Justice demands that he should not be subject to the Laws of those, who play of their own Accord, which obliges them either to win three Tricks, or be Beasted alone. For this Reason he, who is forced to play by having Spadille, must not be Beasted alone, the makes but one Trick.

XI. Of the Contre, the Vole, and the Devole.] Quadrille may very well admit of the Contre, which some were about introducing into Ombre, as used in the Game of La Bête (The Beaste.) Those therefore, who are willing to admit it should follow this Rule.

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He, who would play Sans-prendre, and engage himself to undertake the Vole, should be suffered to play in Preference to him, who, tho' he is to speak before him, only offers to play simply Sans-prendre, or without Calling. or shart it want to he was to

He, who having played Sans-prendre, and undertaken the Vole, but missed it, must pay to every one of the Players the Forfeit of the Vole he has loft, and must not be paid for Sans-prendre, Matadores if he had them, or the Rewards; nor must be even draw the Stake nor the Beaftes that were played for; but he must not be beasted him felf except he loft the Game; in which Cafe he must pay all that is due for the Rewards, the Sans-prendre, the Vole, and the Matadores, if he had them.

As this is a Circumstance, which very rarely happens, there can be no great Haz-

zard in admitting it.

He, who is forced to play with Spadille, cannot pretend to the Vole, by Reason of the Advantage Spadille discovered may procure him.

The Auxiliary-King must have appeared before there is any Right to undertake the Vole; otherwise, as no Risque is run, so no Recompence is to be expected.

He, who plays and wins no Tricks makes the Devole, (is flammed) which he must pay to the two Defendants, and not to his Friend, lest the Desire of Gain should induce the Friend to play against him, whom he should assist, when the Game becomes desperate.

This Law, rigorous as it is, cannot well be too much so, since it tends to prevent

playing upon low Games.

It is a Rule generally received and approved of, that Those who discover their Game, must not pretend to the Vole. Nevertheless, if any one of the Players has in his Hand five or fix fure Tricks, and exposes his Cards, faying that he undertakes the Vole, notwithstanding his Friend is to play first, he is admitted without its being in his Adversary's Power to hinder him; but they are at Liberty to compel the Friend of him. who undertakes it, to lead the Board with what Card they please, to the End that he may make no Advantage of his having feen his Partner's Hand; but This is only allowable before fix Tricks are already won by those, who play; for if they have made fix Tricks, none but he, who is to play next, has a Right to undertake the Vole, or to defift, according to the ordinary Rules. Thus, has this Point been justly mitigated; because he, who shews his Game can, from so doing, reap no other Advantage than only shortening the Length of the Deal; and is

yet sentenced to have undertaken the Volewhether he makes it or not.

This is all that concerns the Games of Quadrille and Quintille. If any Difficulty or Dispute should arise, you are to follow the same Rules that are observed at Ombre

played by Three or Four. Lastly,

Single Ombre, as played between Two Persons only; is a Method of Play, that has very little in it diverting: Nevertheless it sometimes played, when a Third Person is wanting, and People do not know how otherwise to divert themselves. It may be of some Use to teach Beginners how to discard and play the Cards.

The Manner of Play, is exactly the same

with the other Ombre.

First, You must take an entire Suit out of the Pack, either Diamonds, or Hearts, it is indifferent which; then there will re-

main Thirty.

You are to deal 8 Cards a-piece, beginning with 3 and 3, and last of all with 2 appiece; when this is done, there will remain 12 in the Stock, out of which the Ombre is to take as many as he pleases, the other may take the rest.

When the Trump is named, you are paid for *Matadores*, and lay down for your *Passes* here as you do at *Ombre* with *Three*, and in every Respect it is just the same.

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The Ombre is to win 5 Tricks to gain the Stake: When the Tricks are divided by 4 a-piece, it is a Remise; if he who de-

fends wins 5 Tricks, he wins Codille.

To conculude, you are to take Notice that the general Rules of Ombre are the same, whether you play the Game between Two, Three, Four, or Five Persons, or Espadille Force, only with these Differences that we have explained; fo that the following Terms will ferve for All.

I can only fay, that by these Directions any Person may learn to play, but I cannot promise them that they shall play well, for that must depend upon Genius and Experience.

Now after all that is faid, the Original Ombre by Three, is much more agreeable, than any of these new Grasts with which the

old Stock has been loaded.

TERMS peculiar to the Game of OMBRE.

I. O go to the Bottom: That is, when he who takes in, next to the Ombre, takes fo many Cards, that he does not leave 5 to him who is to take in last.

II. The Basto: is the Ace of Clubs, which is always the third Trump, in whatfoever Suit you play. Ob they as bried &

and in every Respect it is and

III. The Codille: is when one of those that defend the Game against the Ombre wins the Stake.

IV. To name the Trump: is when the Ombre fays, I play in Hearts, Diamonds,

Spades, or Clubs.

V. The Discard: are the Cards laid out, which are always to be placed at the Right hand of the Dealer.

VI. Spadille, or Espadille: is the Ace of Spades, which is always the first Trump,

in whatever Suit we play.

VII. - Espadille Force, or Forced Espadille: is, when it is agreed before you begin, that he who has Spadille, shall be obliged to play, if the rest will not.

VIII. To force the Ombre: is, when he that plays before the Ombre plays a High Trump, in order to force the Ombre to

play a Higher to win it.

IX. The Gano: is as much as to fay, Pass

it, or leave it to me.

X. Ombre: is not only the Name of the Game, but also the Person who names The Trump and plays; for the Stake is called the Ombre.

XI. Manille: is either the Duce in Black, or the Seven in Red, and is always the

fecond Trump.

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XII. Matadores: are the Three principal Trumps so called, which are Spadille,

Manille, and Basto.

XIII. Matadores Single: is when they are to be paid fingle; for Example, when you are to be paid but one Counter for each.

XIV. Matadores Double: is when you agree

to pay two a-piece for Matadores.

XV. False Matadores: Two Matadores without the Third, are so called, but are never

paid.

XVI. Punto: is the Ace of Hearts, when Hearts are Trumps; and the Ace of Diamonds, when Diamonds are Trumps.

XVII. Sans-prendre: is to play without

Discarding, or taking any in.

XVIII. Sans-prendre Single: is when you are to receive but 3 Counters, for playing Sans-prendre.

XIX. Sans-prendre Double: is when you agree to pay 6 for playing Sans-prendre.

XX. Remise: is when the Ombre is Beasted, and no Body wins Codille.

XXI. Remise by Three: is when the Ombre is Beasted by your winning 3 Tricks

a-piece.

XXII. To renounce: is when you do not follow Suit, and have some of that Suit in your Hand.

The LAWS of OMBRE. 71

XXIII. To make Renounces: is when in Discarding, you lay out an entire Suit, to be able to trump a King.

XXIV. Repuesta, Reposte: is the same thing

as Remise.

XXV. The Stock: are the Cards that are left, which you take in after, and Difcard others.

XXVI. The Tours: are the Number of Deals you agree to play: But, remember that a Pass or a Codille, is not reckoned for a Tour.

The LAWS relating to OMBRE.

I. If the Ombre forgets to name his Trump, and has looked at the Cards he took in, one of the others may name it for him.

II. If the two Defendants should speak both together, and one name one, and the other another Suit, you must play in that Suit which was named by him who sits upon the Right-hand of the Ombre.

III. When the Ombre forgets to name his Trump, or names one Suit for another by Mistake, he may take in his Discard again, provided, the Cards he took in from the Stock, are not mixed with the rest of his Game.

IV.

IV. Tho' the Ombre has seen his Cards, if he prevents the others, and names a Trump before them, it is good.

V. The Ombre must be very exact in nam-

ing his Trump.

VI. You are not obliged to play a Matadore upon a small Trump, and may Renounce if you have not an inferior Trump.

VII. A Superior Matadore forces an Inferior, if you have no other Trump to play

to it.

VIII. You cannot Renounce with any Trumps in your Hand, except the three Matadores.

IX. A Superior Matadore does not force an

Inferior, unless it leads.

X. Matadores are not to be paid, unless they are in the Hands of the Ombre.

XI. You cannot demand to be paid for Matadores, or Sans-prendres, after the Cards are cut for the next Deal.

XII. There is no Time prescribed for the Beaste, and it may be taken while the next Deal is playing.

XIII. The Cards must be dealt no way but

by 3 and 3.

XIV. If one of the Black Aces be turned up in dealing, there must be a new Deal.

XV. If the Card feen be any thing but a Black Ace, the Deal is good.

XVI. Whether the Dealer, or another, turns up the Card, it is the same Thing.

XVII. If a great many Cards are turned up in dealing, they must be dealt again.

XVIII. He that has ten Cards dealt to him, cannot play.

XIX. He that has but eight Cards dealt to

him, cannot play.

XX. He that has eight or ten Cards dealt to him, may play, if he gives Notice

that he has too many, or to few.

XXI. He that passes with ten Cards in his Hand, is not Beasted; unless he has so many, after he has taken in, when ano-

ther plays the Game.

XXII. He that has ten Cards, may play Sans-prendre, if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

play Sans-prendre with his eight Cards,

if he gives Notice.

XXIV. If one of the Players turns up a Card of the Stock, and looks at it, he

cannot play, but the others may.

XXV. If he that has a fure Game, and plays Sans-prendre, shews his Game without naming his Trump, he may take up the Stake.

XXVI. He who names his Trump, without first having asked Leave, is obliged XXVII. If the youngest Hand names his Trump without asking Leave, he is not obliged to play Sans-prendre, if the others have passed.

XXVIII. If any Cards remain after all have taken in, he who left them may fee them;

and if he does, the other may.

XXIX. If any of the others should look at the Cards left, when he who left them did

not, he is Beafted.

XXX. He that in taking in his Cards, should take more than he laid out, is not Beasted, if he has not looked on them, but he is obliged to put them back.

XXXI. If he has mixed them with the rest of his Cards without seeing them, one of the others shall draw out of his Cards at hazard, as many as he took above his Due.

XXXII. He who takes less than his Number, may take the rest at any time while the Stock is upon the Table; but if they are all taken in, he must draw as many as he wants from among the Discard.

XXXIII. He that has none of the Suit that leads, is not obliged to play a Trump.

XXXIV. He that plays out of his Turn, is not Beafted, but it is reckoned bad Play.

XXXV.

XXXV. If the Ombre fees a Card in either of the others Hands, he cannot oblige him to play it; no Card is played, till it is upon the Board.

XXXVI. Every one has the Liberty of examining another's Trick, to fee what is

XXXVII. If the Pack be false, and it is found out in playing, the Deal goes for nothing.

XXXVIII. Tho' the Pack be false, if the Deal be played out, it is good.

XXXIX. He who Renounces is Beafted.

XL. When any one has renounced, every one is to take back his own Cards, and it is to be played over again, provided the Cards are not played out.

XLI. Several Beaftes made in one Deal,

may be played off the next.

XLH. When there are several Beastes upon the Board, the highest Beaste is played off first. after the first Stake.

XLIII. He that can win four Tricks without calling Gano, ought not to call it.

XLIV. The Ombre is never to call Gane.

XLV. The Ombre ought not to give up, without playing the Cards, let his Game be ever so bad.

XLVI. When the Players mark differently either for their Stakes, or Passes, all

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are obliged to mark equal with the highest; and the Beastes must be accordingly.

XLVII. He that gains a Vole, wins twice as much as lies upon the Board, if there be but one Beafte.

XLVIII. If there are many Beastes, upon the Board, he takes all, and is to be paid

no more.

XLIX. If there are a great many Beastes, which, by Consent, or because they were made in one Deal, are put together, he he that wins the Vole shall be paid as much more.

L. The Vole is undertaken, if after one has won his five Tricks, he plays down ano-

ther Card.

LI. If he who undertakes the Vole does not win it, the two others are to divide betwixt them what lies upon the Board.

LII. When the Vole is undertaken, the two who defend it may look in each other's

Hands, the better to disappoint it.

LIII. If he who undertakes the Vole plays Sans-prendre, or has Matadores, he is to be paid for them if he faves his Beaste, tho' he does not win the Vole.

LIV. A Codille won, is not marked for a

Tour.

LV. When a Number of Tours is agreed to be played, he who will not play to the End, ought to pay all that is loft.

LVI.

LVI. He who discards and takes in before his Turn, is Beasted, if what he takes in is mixed with his Game.

Thus have we given the Laws relating to Ombre (in all its Branches, either between 2, 3, 4, or 5 Persons) but cannot conclude this Article, without reciting Mr Pope's beautiful Description of the Manner of playing this Game between Belinda and her Two Knights at Hampton-Court.

Belinda now, whom Thirst of Fame invites, Burns to encounter Two advent'rous Knights
At Ombre fingly to decide their Doom,
And swells her Breast with Conquests yet to come.
Strait the Three Bands prepare in Arms to join;
Each Band the Number of the facred Nine.
Soon as she spreads her Hand, th' Aerial Guard Descend, and sit on each important Card:
First Ariel perch'd upon a Matadore,
Then each, according to the Rank they bore;
For Sylphs, yet mindful of their antient Race,
Are, as when Women, wond'rous fond of Place.

Behold, four Kings in Majesty rever'd,
With hoary Whiskers, and a forky Beard:
And four fair Queens, whose Hands sustain a Flower,
Th' expressive Emblem of their softer Power,
Four Knaves in Garb succinct, a trusty Band,
Caps on their Heads, and Halberds in their Hand;
And party-colour'd Troops, a shining Train,
Draw forth to Combat on the Velvet-Plain.

The skilful Nymph reviews her Force with Care; Let Spades be Trumps she said; and Trumps they were. Now move to War her sable Matadores,

In show like Leaders of the swarthy Moors.

E

Spadilla

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Spadillia first, unconquerable Lord! Led off two Captive Trumps, and swept the Board. As many more Manillia forc'd to yield, And march'd a Victor from the verdant Field. Him Bafto follow'd, but his Fate more hard, Gain'd but one Trump, and one Plebeian Card. With his broad Sabre next, a Chief in Years, The hoary Majesty of Spades appears; Puts forth one manly Leg, to fight reveal'd; The rest in many colour'd Robe conceal'd. The Rebel-Knawe, who dares his Prince engage, Proves the just Victim of his Royal Rage. Ev'n mighty Pam, that Kings and Queens o'erthrew And mow'd down Armies in the Fights of Lue; Sad Chance of War! now, deftitute of Aid, Falls undistinguish'd by the Victor Spade.

Thus far both Armies to Belinda yield:
Now to the Baron, Fare inclines the Field.
His warlike Amazon her Host invades,
Th' imperial Consort of the Queen of Spades.
The Club's black Tyrant first her Victim dy'd,
Spite of his haughty Mein and barb'rous Pride!
What boots the Regal Circle on his Head,
His Giant Limbs, in State unweildly spread;
That long behind he trails his pompous Robe,
And, of all Monarchs, only grasps the Globe.

The Baron new his Diamonds pours apace; Th' embroider'd King who shows but half his Face, And his refulgent Queen, with Powers combin'd, Of broken Troops an easy Conquest find.

Clubs, Diamonds, Hearts, in wild Disorder seen, With Throngs promiscuous strew the level Green.

The Knave of Diamonds tries his wily Arts,
And wins (O Thameful chance!) the Queen of Hearts
At this, the Blood the Virgin's Cheeks forfook,
A livid Paleness spreads o'er all her Look;
She sees and trembles at th' approaching Ill,
Just in the Jaws of Ruin, and Codille.

And

And now (as oft in some distemper'd State)
On one nice Trick depends the gen'ral Fate;
An Ace of Hearts steps forth: the King unseen
Lurk'd in her Hand, and mourn'd his captive Queen
He springs to Vengeance with an eager Pace,
And falls like Thunder on the prostrate Ace.
The Nymph exulting, fills with Shouts the Sky,
The Walls, the Woods, and long Canals reply.

The LAWS of QUADRILLE.

I. I T is not permitted to deal the Cards any otherwise than by 4 and 3, the Dealer being at Liberty to begin with which of those Numbers he pleases. If in dealing there happen to be one or more faced Cards, the Deal goes for nothing.

II. If the Pack of Cards has more or less than it ought to have, the Deal goes for

nothing.

III. If there chance to be two Cards of the same Sort, and it is perceived before the Deal is played out, it is null; but if the Cards are all played, the Deal is good, as well as all those which may have preceded it.

IV. He who misses Deal, must deal again;

but is not to be Beafted.

V. If he who plays either Sans-prendre, or calling a King, names a Trump of a different Suit from that his game is in, or names two feveral Suits, That which he first named, must be the Trump.

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VI. He who plays, must name the Trump by its proper Name; as he likewise must the King he calls.

VII. He who has faid I pass, must not be again admitted to play, except he plays by Force, upon Account of his having Spadille.

VIII. He who has asked the Question, and has Leave given him, is obliged to play.

IX. He who has asked to play, must not play Sans-prendre, except he is forced so to do.

X. He who has asked to play, may play Sans-prendre, in Preference to him, who forces him to it.

XI. He who has the Four Kings may call the Queen of either of his Kings.

XII. Neither the King nor Queen of the

Suit, which is Trumps, must be called.

XIII. He who has one, or feveral Kings, may call any King he has in his Hand; in such Case, to win, he must make alone fix Tricks. If he wins, it is all his own; and if he loses, he pays all by himself.

XIV. You must not demand Gano, of your Friend; nor cause him, by any indi-

rect Means, to favour you.

XV. Every one ought to play in his Turn, but for having done otherwise, no one must be Beasted.

XVI. He however, whose Turn it is not to play, having in his Hand the King the Ombre has called, and shall trump about with either Spadille, Manille, or Basto, or shall even play down the King, which was called, to give Notice of his being the Friend, must not pretend to undertake the Vole; nay he must be condemned to be Beasted, if it appears that he did it with any fradulent Design.

XVII. He who has drawn a Card from his Game, and presented it openly in order to play it, is obliged so to do, if retaining it may be either any Ways prejudicial to the Game, or may give any Intimation to the Friend; and more particular if the Card is a Matadore. He who plays Sans-prendre, is not subject to this Law; nor is he, who

calls his own King.

XVIII. He who has none of that Suit of the Card that leads, is not obliged to trump it; nor to throw a higher Card of the fame Suit upon it, if he has one.

XIX. It is lawful to look upon every one's Tricks to fee what Cards have been played.

XX. None ought to look upon the Tricks, nor to count aloud what has been played, except when it is his Turn to play; but to let every one reckon for himself.

XXI. He who instead of turning up the Tricks before any one of the Players, shall turn

turn up and discover his Game, must be equally Beafted with him, whose Cards he has so discovered, one paying one half, and the other the like.

XXII. He who renounces, must be Beasted as many Times as he has so done, if he is made sensible of every Renounce he has made; but if the Cards are mixed, he is to pay but one Beafte, tho' he has made feveral Renounces.

XXIII. To have renounced, the Trick must have been turned down; or he who renounced must have played his Card for the next Trick; otherwise he may recal his Card

without incurring any Penalty.

XXIV. If the Renounce prejudices the Game, and the Deal is not all played out, every one may take up his Cards, beginning at the Trick where the Renounce was made, and play them over-again; but if the Deal has been all played out, the Cards may not be re-taken.

XXV. He who having asked what is Trumps, shall trump with a Card of that Suit he has been told was Trumps, tho' in Effect it is not fo, must not be beasted.

XXVI. He who without having enquired what is Trumps, shall trump with a Card which is not Trumps, if he has taken up and turn'd down the Trick, must be beasted. XXVII. He who shews his Game before the Deal is out, must be Beasted except he played Sans-prendre.

XXVIII. Several Beaftes made in one Deal ought to go all together; unless it has

been otherwife agreed before.

XXIX. The greatest Beastes should be always first played for.

XXX. None of the Three Matadores can be commanded down by an inferior Trump.

XXXI. A superior Matadore forces down an inferior, when it is played by the Leader.

XXXII. A fuperior Matadore does not command down an inferior, if it is played upon any other Trump that led the Board.

prendre cannot be demanded after the Cards are cut for the next Deal, except when they are designedly cut and dealt so hastily that the Winner has not been allowed. Time to demand his Due; in which Case, if he has not taken up the Stake, nor been paid the Rewards by any of the Players, he may lawfully demand the Sans-prendre and Matadores together with his other Dues; but if it was he himseif, who either cut or dealt the Cards, he has no farther Right to demand them.

with the Matadores in his Hand, demands

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only one of them, he must receive only

That, which he mentioned.

XXXV. He who instead of Sans-prendre, shall demand Matadores, not having them; as likewise he, who shall demand Sans-prendre instead of Matadores, cannot compel the Players to pay him what is really his Due; this Game requiring a formal Explication of every Point in its proper Terms. He who plays with the Assistance of a King, has no Share in this Distinction.

XXXVI. If one of the two Winners has been paid for *Matadores*, the other may likewife rightfully claim Payment, notwith-standing they have not been demanded.

XXXVII. Matadores are only paid when they are in the Hands of the Ombre, or of the King his Ally, whether all in one Hand,

or feparately in both.

XXXVIII. He who plays Sans-prendre, is obliged to name his Trump, notwithflanding he has a fure Game in his Hand

XXXIX. The Game, the Stake, the Reward, and the Beaste have no fixed Time fet for their Payment, but they may be demanded several Deals after.

XL. You cannot recover the Mistakes, which may have been made in reckoning the Value of Beastes, after the Deal, wherein they were drawn, is over.

XLI. He, or they, who play and make all the Tricks, are to be payed what has been agreed upon for the Vole.

XLII. The Vole does not draw the Beaftes,

which were not played for.

XLIII. He who undertakes the Vole; and does not make it, must pay as much as he

would have received, had he won it.

XLIV. The Vole is undertaken when, after having made fix Tricks, whether you play Sans-prendre, or with the Affiftance of a King, the Card is played down for the seventh Trick.

XLV. When the Vole is once undertaken,

there is no going back.

XLVI. He who speaks in the Game to encourage his Friend to undertake the Vole,

cannot pretend to it.

XLVII. He who fays any Thing to induce him to defift from undertaking it, must be Beasted.

XLVIII. It is not permitted to give Notice to your Friend that you have made fix

Tricks.

XLIX. Those who defend the Stakes, must not communicate their Game to each other, tho' the Vole is undertaken, nor must any one speak the least Word that concerns the Game.

L. He, who is forced to play with Spadille,

cannot have any Pretensions to the Vole.

LI. The Vole cannot be undertaken 'till the auxiliary King has appeared. LII.

LII. You may, in case the auxiliary King does not appear, continue playing 'till the very last Card, without incurring the Penalty of those, who miss making the Vole.

LIII. Those who make the Vole, if the auxiliary King has not appeared, 'till the last Trick, must not be payed it, even the' the

Queen of that Suit has made a Trick.

LIV. Those who having undertaken the Vole, miss making it, are nevertheless to take up the Stakes, Beastes, &c. that were played for, and to be payed the Game, Rewards, Matadores, if they had them, and Sans-prendre, if so played.

LV. Those who admit the Contre into the Game of Quadrille, must permit him, who offers to play so, before any other, who offers only to play Sans-prendre, even the Eldest

Hand.

LVI. He who playing Sans-prendre, undertakes the Vole, and misses making it, must pay to each of his Opponents the Due for the Vole; nor is he to be payed either the Sans-prendre or Matadores, if he had them, nor even the Rewards, nor the Game; neither does he draw the Stakes; but he is not to be Beasted, except he loses the Game; in which Case, he must pay to each Player, besides the Forseit of missing the Vole, what he was to have had for winning the Game, and be Beasted for as much as was played for.

LVII. He

LVII. He who plays and does not make three Tricks, is to be Beafted alone, and must likewise pay alone all that is to be payed; and if he makes no Trick at all, he must, besides That, pay to his two Adversaries the Vole, but not to his Friend, lest the Allurement of that Gain might intice the Friend, when he sees the Game desperate, or past Recovery, to play against him, whom he ought to defend.

LVIII. When you play the Game called au Roy rendre; or, the King surrendered, he to whom his King is surrendered, must, to win, make six Tricks alone. As to all the

rest, he wins or loses by himself.

LIX. Whoever refuses to play out the Number of Tours agreed upon at first, ought

to pay all the Lofings, and the Cards.

LX. But in Case his Absence is absolutely required upon any important Occasion, the Party may be put off 'till another Opportunity, taking a Memorial of the Condition in which the Game was left.

PICQUET.

TAKE a Pack of Cards, and throw out all the Duces, Trays, Fours, Fives, and Sixes. You are to play with the rest, which will amount to thirty-two.

Or,

Or, you may buy Packs of Picquet-Cards at the Card-Makers, which contain no more than what are used.

After you have fettled what you play for, you are to agree how much shall make Up; for this is in the Choice of the Gamesters: The common way of playing it, is a Hundred Up; and this feems to be the best Game, because a Re-Picque generally wins the Game.

The next Thing you are to do, is, to Cut who is to Deal; for you must observe, that at this Game the Dealer has a great Disadvantage. He who shews the lowest Card in cut-

ting, is the Dealer.

A Man may cut as many, or as few Cards as he pleases, provided it is more than one;

but one Card is no Cut.

And if by Accident it should happen, that in Cutting, some of the Cards should drop out of your Hand, and some remain (which often falls out thro' hafte) you must take no Notice of the Cards that fall, but the Cut must be decided by that Card which remains in your Hand with the rest.

In reckoning up your Point, every Card is reckoned, for as much as it bears; as Ten for Ten, Nine for Nine, and so down to the Seven, which is the lowest. Observe, that,

an Ace is always reckoned for Eleven.

You must observe also, that all Court-Cards are reckoned for Ten.

And

And when you come to play the Cards, their Value is in the same Degree; as, the Ace wins the King, the King the Queen, and the Queen the Knave, the Knave the Ten, and so down.

When the Deal is decided, the Dealer is to shuffle the Cards, and offer them to the

other to be cut.

If in Cutting he should scatter, or any ways displace the Cards, they are to be shuffled and cut again.

If the Person who does not Deal has a Mind to shuffle the Cards, he may; but the

Dealer is to give them the last Shuffle.

The Dealer may distribute the Cards, by 4, by 3, or by 2 at a Time, as he pleases, 'till he has dealt 12 a piece; but he must always go thro' the Deal to the End, with the same Number as he begins.

But because this changeable Way of Dealing sometimes may give Offence, the Cards are generally dealt at this Game by 2 and 2;

and it feems best so.

When the Dealer has done, he is to lay the Stock just in the Middle; when they come to examine their Game, if one of them should find that he has not one Court-Card in his Hand, he is to declare that he has Carteblanche: Then he is to tell how many Cards he will lay out, and desire the other to discard, that he may shew him his Game.

When

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When the other has discarded, he who has Carte-blanche, is to shew his Game upon the Table, that the other may be satisfied it is so; then he is to reckon Ten for his Carte-blanche, and to discard, in order to play his Game: But he must lay out the same Number of Cards he declared.

The Carte-blanche is the first Thing reckoned, and therefore prevents a Picque and Re-

Picque.

COLLY

When each has his Number of Cards, that is 12, there remains 8, which (as we faid before) are to be laid in the Middle; then he, who is to play first, may take 5, which is a great Advantage, and leave but 3 to the Dealer.

But he is not obliged to take 5, for that is to be at his Choice, or according to the Difposition of his Game; he may take in but 2, 3, or 4, observing to discard just the same Number.

When he takes less than 5, he may see the rest of them, and lay them again upon the Stock.

Then the other may take all that is left, or what Number of them he pleases, observing to discard as many; he may also look on the Cards he leaves, and the other may likewise see them, if he declares first what Card he will lead.

But

Of the GAME of PICQUET. 91

But take Notice, that he is obliged to lead the Card he names.

And if by Mistake, or otherwise, he should promise to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other shall appoint him.

Observe that both the Dealer and he that leads, are obliged to discard at least one, let

their Games be ever so good.

After both have discarded and taken in, the eldest Hand is to examine what Suit he has most Cards of; then he is to reckon how many Points he has in that Suit, and ask the other if so many are good: If the other cannot reckon as many in that, or any other Suit, he tells one for every ten. An Example will make this plain.

If the Eldest Hand has Ace, King, Queen, and Knave of any Suit, he asks, Are 41 good? (We told you before that an Ace was counted for 11, and every Court-Card for 10.) If the other cannot reckon up as many, he is to tell 4 for them; so if he had 50, he is

to tell 5; if 60, 6, and fo on.

But suppose 35 in either Hand should be good, he who has them is to reckon as much as for 40, that is to say, 4; and the same for any Number betwixt 35, and 40; but for any Number less than 5, nothing is reckoned: As for 41, 42, 43, or 44, you reckon but 4; so that by this you see there is as much

much reckoned for 35, as for 40, viz. 4: The Rule is the same in all Numbers betwixt

50, 60, 80.

He who reckons most in this manner, is said to win the Point; when the Point is over, each is to examine what Cards he has in his Hands of the same Suit, which are Sequents: These are called, either Tierces, Quartes, Quintes, Sexiemes, Septiemes, or Huitiemes, according to their Number and Value.

These Words may sound a little like conjuring, to Persons who do not understand them; but they are only the French Terms, which we make use of, because English will not express the same Thing in one Word.

First, a Tierce is when three Cards follow one another in Degrees of Value, as Ace, King, Queen; and are worth 3: If you add a Knave to these, it is called a Quart, and is worth 4; add a 10, and it is called a Quint; a 9, and it is called a Sexieme; a 7, and it is called a Septieme; an 8, and it is called a Huitieme.

The Word Tierce is from Trois, three; Quart, from Quatre, four; Quint, or Quinze, fifteen: Tho' by a Corruption of Pronunciation we call it Kent, and the Word Sixieme, is the fixteenth; Septieme, from Sept, seven; Huitieme, from Huit, eight.

Every Tierce is worth three Points, the Quart four, the Quintes fifteen, the Sixieme is worth

worth fixteen, the Septieme seventeen; the Huitieme eighteen; fo that the Signification of the Terms instruct you what these Things are worth, when you have them in your Hand.

You must observe, that these Sequents of Cards must be of the same Suit, otherwise

they are of no Value.

These Tierces, Quartes, Quintes, &c. are distinguished in Dignity by the Cards they begin from; as for Example, Ace, King, and Queen, are called Tierce-Major : King, Queen, and Knave, are called Tierce to a King; fo Knave, Ten and Nine, are called Tierce to a Knave; so every Quart, Quint, or Sixieme, that begins from an Ace, is called Quart, Quint, or Sixieme-Major: When they begin from another Card, they are named from that Card.

Observe, that he who has the best Tierce, Quart, Quint, &c. being that which takes its Descent from the best Card, though he has but one, and the other has many inferior, the best shall set all the others aside, and render them of no Value.

So if one Person has a Tierce, or Quart-Major, and two or three inferior ones, the Tierce Major shall make the small ones good.

For Example, if one has Tierce-Major, and a Tierce of a Knave, and another to a Ten in his Hand, and the other has a Tierce to a Queen; he who has the Tierce-Major shall reckon

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reckon not only That, but the two Small ones also, and the Tierce to a Queen in the

other Hand is worth nothing.

So a Quart in one Hand sets aside a Tierce in another; and so of the rest, the Highest renders the Lowest good for nothing; and he who has a Sixieme in his Hand that is good, may reckon Tierces, or Quartes; and if the other has a Quint at the same Time, it is set aside.

And so it is of Septiemes, Huitiemes, &c. when you have one of These good in your

Hand, it gives a Value to all the rest.

When these are told, you are to examine how many Aces, Kings, Queens, Knaves, or Tens, you have in your Hand; but no Number less than Three of any of these are good for any thing, but Three of any of these are worth Three: As for the Nines, Eights, and Sevens, you are allowed nothing for them.

Observe, that the Cards are in the same Degree of Value here, as in every other Part of the Game; that is to say, the Aces are best, then the Kings, Queens, and Knaves, and last of all the Tens.

If one has in his Hand 3 Aces, 3 Knaves, and 3 Tens, and the other 3 Kings; he who has the Aces, shall tell all his Threes, and the Kings are good for nothing. Thus,

of the GAME of PICCUET. 95 among Cards, as well as Men, The Great overcomes the Small.

He who has 4 Aces, 4 Kings, 4 Queens, 4 Knaves, or 4 Tens, reckons 14, for them: And this is called a Quatorze, that is, pro-

vided they are good.

Four Aces must be always good, the rest are good but as it happens; 4 Tens must be good, if the other has not 4 of any thing else.

If there are 4 Knaves, or Tens, in one Hand, 3 Aces, or Kings, &c. are not to be

told in another Hand.

Thus when you have reckoned all your Game that is to be told in Hand; he, whose Right is to play first, begins to play down: And every Card he plays down, above the Degree of a 9, he tells I for: But for a 9, and so downwards, he can reckon nothing; then the highest Card of a Suit always wins the Trick.

If two Cards of different Suits are played, that which leads wins the Trick, tho' the first

was but a 7, and the last an Ace.

It is not the Person that wins the Trick who always reckons for it, and in some Cases both reckon 1, for the same Trick; I shall explain this Matter.

If the Person who leads, plays a tenth Card, he reckons I for it as soon as he plays it down; if the other plays another Card that

is higher, he wins it, and also reckons one; thus they both reckon for the same Trick.

If the Leader plays an 8, or 7, he reckons nothing, and if the Follower should win it with a 9, he reckons nothing; for, as I said before, no Card under a 10 can count at this Game: Nevertheless that Trick serves towards winning of the Cards.

But observe, that the Follower, that is, he who plays last, never reckons for his Card

unless he wins the Trick.

And observe too, that there is one Exception to a Rule I laid down before, which is, that he who wins the last Trick reckons 1 for it, tho' it be won with a 9, 8, or 7; if it be won with a 10, or upwards, he reckons 2 for it.

When the Cards are played out, each is to count his Tricks; and he that has most, is to reckon 10 for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

When the Deal is finished, each is to mark up, what he got by the Deal; and so at the End of every Deal, till the Game is finished.

When the Game is at an End, you are to cut again for the Deal, if you play on; and

fo every Game you play.

Number of Games, and to Deal alternately to the End of those Games. As for Example,

viz. When it happens that both Parties are within a few Points of being up, the Carte-. blanche is the first Thing that reckons.

If there be no Carte-blanche, the Point is

the first Thing.

The second Thing is the Sequents, as Tierces, Quartes, Quints, &cc. The next to those to be reckoned, are the Threes, or Quatorzes; as 3 Aces, or 4 Knaves, or Tens,

Queens, or Kings.

As for Instance, if both Parties should be 95 of the Game, and one has in his Hand 45. or 50, for Point; which we will suppose to be good; and the other a Quint, or a Quatorze of Aces, he who has the Point wins the Game; because, as I said before, it is to be reckoned first; and the rest have the same Preference according to their Ranks, as is already shewn.

If one be 99 of the Game, before he plays down the first Card; he plays it up, if it be

a tenth Card, tho' he loses the Trick.

If the Parties are 99 each when they are to play down, the Leader must win the Game, if he plays a tenth Card; because he tells as foon as he plays down, the other cannot till after the Trick is won.

Of the REPICQUE.

TE who without playing down, (that is, in Carte-blanche, Points, Quints, Quatorzes, &c.) can reckon up 30 in Hand, when the other has reckoned nothing, reckons 90 for them; and this is called a Repicque.

If he can make up above 30 in Hand, he reckons as much above 90; as if he has 32, 33, or 34; he reckons 92, 93, 94, and

fo on all pid ni and of

Of the Picque.

TE who can make up 30, part in Hand, and part by Play, before the other has told any Thing, reckons them for 60; and

this is called a Picque.

It must be observed here, that when he makes his 30, if he should by Mistake, omit faying 60, and reckon only 30, and fo go on with 31, 32, and then playing the Cards out fo, he should afterwards recollect his Error, and reckon 30 more for the Picque; he is not to lose the Benefit of his Picque.

But, if he has marked up his Game; and the Cards are cut, and distributing for the Deal following, it is too late to re-call, and

his Game must stand as it is marked.

or 13 Cards . To TA' sdr 70 : Dut in ha

TE who wins all the Tricks, instead of reckoning to, which is his Right for winning the Cards, reckons 40, and this is

called a Capot. and to shirts for esob teles (

I should have observed before, that whenever the Points, the Tierces, Quartes, or Quints, are equal in both Hands, neither is to reckon any Thing for them; tho' at other Games an Advantage in this Case is given to the first in Play, or the Eldest Hand.

Accidents which bappen at this GAME, and the Penalties which attend it.

TIRST, if the Dealer by Mistake, or otherwise, should give a Card too many, or too few, it is at the Election of the Eldert Hand, either to play the Game, or make him deal again.

If the Eldest, having 13 Cards dealt him, resolves to play (you must observe, there can be but 7 Cards in the Stock, if the Dealer has his 12) in this Case he must lay out 5

Cards, and take in but 4.

If he plays when he has but II Cards dealt, he must lay out a Card less than what avs down to the Leader he takes in.

And

And the Dealer is to do the same, if II or 13 Cards fall into his Hand; but it is only in the Choice of the Eldest to play, or

make him deal again. It was worked it is

If one should have 15, or but 9 Cards deale, him, which may happen when the Dealer does not think of what he is doing; in this Case the Cards must be dealt again, and neither have Power to hinder it.

He that has a Carte-blanche, Point, Quints, or Quatorzes, in his Hand, and plays down a Card before he remembers to name it, loses the Benefit thereof; and so he does of every Thing that is to be told in Hand, if he does not name them before he plays down.

If one Party names his Point, and the other allows it to be good; if he does not remember to thew it before he plays down a Card, it is good for nothing to him, and he

must not reckon it.

So if he should name Tierces, Quartes, or Quints, and not shew them before he plays down, he loses the Advantage of reckoning

On the other Hand, when this happens, the Dealer shall tell his Points, Tierces, Quartes, or Quints, &c. tho' they are not so good as the others.

But he must likewise shew them before he plays down to the Leader's Card, otherwise he

Of the GAME of PICQUET. he loses the Right of reckoning them, as well as the other, day but bot bind yalq flore

He that has Threes, or Quatorzes of Aces, Kings, Queens, Knaves, or Tens, is not

obliged to shew them.

If one should count a Three, or Quatorze, which he has not in his Hand, tho' he laid it out by Mistake, or otherwise; if the other finds it out at any Time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deallo so A sai yald flum

If the Eldest should count 3 Aces when he laid out a of them, and the other 3 Kings, or any thing else; he shall count his 3 Kings, the' he does not discover the other's false

Reckoning till the End of the Deal.

Observe, that the he who reckons false, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and

fave a Picque, or a Repicques il salat vam on

As for Example, he who counts 3 Aces false, and has a Quint-Major in his Hand; the he cannot count for it, yet it cuts the other off from counting any inferior Quint, Quarte, or Tierce, and ino Somal ant to ban

He that takes in a Card more than he lays out, incurs the fame Penalty, and counts Mould count

nothing.

But he that takes in a Card less than he lays out, may count his Game.

He that has a Card less than his Number, must play Card for Card with the other, as

long as his Cards laft.

When one has 12 Cards, and the other but 10; if he who has the 12 Cards, should win to Tricks successively, then he has 2 Cards left in his Hand, which we will suppose to be the King of Spades, and any small Card of another Suit; the Other has but 1 Card, which we will suppose to be the Ace of Spades: If the first plays his small Card, the other must play the Ace of Spades to it. Thus he suffers a Capet for want of another Card; and this seems just, because it was his own Fault that he wanted a Card.

When a Card is once played out of Hand, it cannot be taken up again, unless it be in the Case of a Renounce; if then, by Mistake, one should throw down a Card of a different. Suit when he has one of the same in his Hand, he may take it up again, and play down the other.

If the Leader should play a King, and the other having the Ace of the same Suit in his Hand, should in surprize play a small Card of the same Sort, he cannot re-call it, but must be content to lose the Trick.

and by Negligence should count 3 Kings instead of his Aces, he counts nothing that Deal.

Provided,

Of the GAME of PICQUET. 103

Provided, he does not recollect his Mistake before he plays down his first Card; if he does, in all the aforementioned Cases he

faves the Penalty.

If when the Deal is half played out, one of the Parties expecting to win no more Tricks, should throw up the Cards, and mix them with the rest; if he repents after, and would take his Cards up again, he is not allowed: But if they are not mixed with the rest, he may take them up again, and play out the Deal.

When the Cards are played out, except 2 or 3 on one Side, and one supposing the other's Cards to be better than his own, should throw them down; but finding himself mistaken, he takes his Cards up again after, he shall be obliged to play which of the 3 Cards the other directs him.

It is not allowed in any Case to discard

twice: As for Example:

He who takes in first, lays out 4 Cards; therefore he is to take in but 4: If by the Outside, or any other Means, he should know the 5th to be a good Card, and offer to lay out another in order to take it in, the other must not allow him to do it.

And the Rule is the same in respect of the Dealer: If he does not take all the Cards that are lest him, after he has once discarded,

beyond F.4 a son ad stand and

and taken in, he can discard no more, tho' he has not looked on the Cards he takes in.

Nor is it allowed before discarding, to look to examine the Cards you are to take in, even on the Outside, lest they should be known by their Backs.

He that takes in first, should always tell how many he leaves, if he does not take in all his 5; that the other may discard accordingly.

He that takes in a Card too many, and perceives it before he looks on them, may

turn it back again.

Unless he mixes it with the rest of his Game; in which Case he loses the whole Profit of that Deal, and reckons nothing as is observed before.

If any one takes the Cards to deal when it is not his Turn, and should deal them all out; and if the other has examined his Cards, provided he that dealt by Mistake has not looked on his Cards also; he may throw them up to

be dealt by the other.

If the Person who is to speak first, should shew a Point, or a Tierce, Quarte, or Quint, &c. or a Three, or Quaterze of any Thing, which the other two should allow to be good; if, after this, he should find he was mistaken, and that he has a Better of that fort than the Eldest shewed, he may count it afterwards: And he suffers nothing by this Mistake, provided there be not a Card played down.

The

Of the GAME of PICQUET. 105

The Carte-blanche, as we told you before, is always first told, and must be shewed upon the Table, whether in the Hand of the Dealer, or of the other.

He that hath nothing in his Hand but the Carte blanche, saves a Picque or a Repicque.

If you should have in your Hand 3 Aces, 3 Kings, 3 Queens, 3 Knaves, or 3 Tens, and in discarding lay out 1 or either of these, you are to count but 3: Then the other may ask you which Ace, which King, &c. you laid out, and you are obliged to tell him; and if he requires it, you must shew him which you laid out.

If it should happen that the Pack should be false, (as sometimes there may be 2 Cards of a Sort) when it is sound out, that Deal goes for nothing; but if you have played several Deals before, with the same Pack,

they are all good. On the design of

If the Pack should be found false, the very first Deal you play you must adjust the Pack, and begin again; but you are not to cut again for Deal, for the first Cutting stands good.

Every Gamester is to lay his Discard near himself, which he has the Liberty of looking

on as often as he pleases.

He that cuts the Cards is not to look at the Bottom; if he should, forgetting what he was about, they must be shuffled and cut again.

F 5

When

When the Cards are cut neatly, that is, without scattering or displacing, and neither have seen the Bottom; if the Dealer, by some outward Mark should know it to be a bad Card for him, and should desire the other to cut again, he ought not to consent; and the Case is the same if he that cuts should happen to know it to be a good Card for the Dealer: For the Cards are never to be cut twice, but in the Cases before mentioned.

Whoever is found taking a Card in, that he had laid out before, lofes the Game.

When, by Mistake, one has taken a Card in, more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he should attempt secretly to lay it out again, he is to lose the Game.

This Game is always played with Lurches, unless it be first agreed on to the contrary; that is, when the Loser cannot make up 50, before the other wins the Game, he is to pay him double.

If they play for a Guinea a Game, he that is lurched loses Two.

Of the POOL.

or at an Came All Craw Tork

THE Pool is another way of playing Picquet, only invented for Society; it is in every Respect played the same Way with

norlW

the other Game; but it is a Contrivance to

bring in a Third, As for Example:

Three Persons are to cut, he who cuts the highest Card, stands out the first Game, for it is held an Advantage to be out first. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea a piece, which makes 3 Guineas: Then he who loses the first Game lays down a Guinea more, and goes out, and he who stood out before, fits down. If the first Gamester beats him also, he sweeps the Board, which is called winning the Pool: And the Loser must lay another Guinea to it.

But if he who won the first Game, loses the fecond, he pays his Guinea, and makes room for the other: Thus it goes round sometimes,

till the Pool amounts to a great Sum.

You must observe, the Pool is never won, till one Person gets two Games successively.

Every Person that loses a Game, lays down

a Guinea to the Pool.

When any Person is lurched at this Play, he lays down one Guinea to the Pool, and pays another to him who lurched him.

This is all that can be faid upon Picquet; the Directions are ample enough to instruct any Person in the Game. As to the Art of Playing well, in order to win, which confists chiefly in playing the Cards, I think it cannot be demonstrated any way by Direction. It

is a Science which must be acquired by Practice, or by observing Those who are very expert in it.

The FRAUDS of PICQUET.

ties others are to cut for Deal, as is beto

PICQUET is now become so common, that even the meanest People have been instructed, and let into all the Tricks, and Secrets of it, in order to render them compleat Sharpers. This Game is liable to great

Impolition. 22 Out mill allog refigured

Brief-Cards may be used here for Cutting, as they are at Whisk. Of These there are two Sorts; One longer, than the rest. And the Advantage gained by them, is as the Adversary manages it, by Cutting the longer, or broader, as best serves his Purpose, or imposing upon the Dealer when it is his Turn, to Cut those which make most against them.

I shall next mention some Things relating to Picquet, which are equally applicable to all other Games at Cards, viz. Marked Cards.

It cannot be denied, that to know the Aces, Kings, Queens, and Knaves, is the principal Part of this Game; and all other Games at Cards, especially, since by this Means, any Card you desire may be secured at Pleasure.

first emonstrated any way by Direction.

Of the GAME of PICQUET. 109
First then, I shall shew how I have known
Cards marked.

I. Aces with one Spot, at the oppo- fite Corners, thus	A
II. Kings with two Spots, thus	Kai
III. Queens with one Spot, tra-	0
IV. Knaves with two Spots, thus	K

The next Difficulty will be to mark the Cards in such a Manner, that They may not be discovered by your Adversary, and at the same Time appear plain to your Self, which is to be thus effected.

Make a fine pointed Pen, and take some clear Spring-Water, and make your Dots upon the glazed Cards at the Corners according to the Directions above, and they will pass if they are well done; you may Colour your Water with *Indian-Ink* to make the *Marks* more or less conspicuous, as you will best judge by your Eye.

There

There are but 32 Cards made use of at Picquet, so that just half of them will be known to you; and in Dealing you may have an Opportunity to give your self those you like best; and if you cannot conveniently change the Pack according to your Desire, you will commonly know what you are to take in, which is a demonstrative Advantage to win any one's Money.

B A S S E T.

THIS is reckon'd one of the most polite Games on the Cards; and only fit for Persons of the First-Rank to play at; by reason of such great Losses, or Advantages, as may possibly fall on one Side or other.

It is, in its Manner, pretty much like The Royal Oak Lottery; and as That, by the Lottery-Man's having 5 Chances, in the 32 Figures, must certainly strip all Adventurers in a long Run, so the Dealer, who keeps the Bank, at BASSET, having the sole Disposal of the first and last Card, and other considerable Privileges in Dealing the Cards, has (without doubt) a greater Prospect of gaining than those who play: This was a Truth so acknowledged in France, that the King made a public Edict, that the Privilege of a Talliere, or one who keeps the Bank at Basset, should only be allowed to Principal-Cadets,

Cadets, or Noblemen's Sons, supposing, that whoever keept the Bank, must in a very short Time acquire a considerable Estate.

But all other Persons, for fear of ruining private Families, were, There, confined Politically to a Twelve-penny Bank, tho' Here, they have the Liberty of staking what they pleafe, mi tode whoi made with and

The TERMS of BASSET explained.

know, the great Advantages the Talliers less 1. THE Talliere, is the Bank-Keeper; who lays down a Sum of Money before all that play, to answer every winning Card which shall appear in his course of Dealing.

2. The Croupiere is one who is Affistant to the Talliere, and stands by to supervise the losing Cards; that when there are a confiderable Company at Play he may not lose by overfeeing any thing which might turn to his Profit bas a smre Tosis exit base .bors

3. The Punter is every Gamester, who plays.

4. The Fasse, is the first Card that is turned up by the Talliere, belonging to the whole Pack, by which he gains half the Value of the Money that is laid upon every Card of that Sort by the Punters.

5. The Couch is the first Stake that every Punter lays upon each Card, every one who plays having a Book of 13 Cards before him,

upon

upon which he may lay his Money, more or

lefs, according to his Fancy. 2022 Toyloody

6. The Paroli is explained thus, whoever won the Couch, and having a Mind to go on to get a Sept-et-le-va, you crook the Corner of your Card, letting your Money lie, without being paid the Value of it by the Talliere.

7. The Masse is when those who have won the Couch, and will venture more Money upon the same Card, who know, or ought to know, the great Advantages the Talliere has, and therefore should be subtle enough to make

the best of his own Game.

8. The Pay is when the Punter has won the Couch, and being fearful to make the Paroli, leaves off; for by going the Pay, if the Card turns up wrong, he lofes nothing, having won the Couch before; but if by this Adventure, Fortune favours him, he wins double the Money that he staked.

9. The Alpieu is much the same as the Paroli, and, like that Term, is used when a Couch is won by turning up, or crooking the

Corner of the winning Card.

nogu

10. Sept-et-le-va is the first great Chance that shews the Advantages of the Game, viz. If the Punter has won the Couch, and then makes a Paroli by crooking the Corner of his Card, as is faid before, and going on to a fecond Chance, his winning Card turns up again, a Book of the Cards before and

it comes to a Sept-et-le-va, which is feven Times as much as he laid upon his Card.

11. Quinze et-le-va, is attending the Punter's Humour, who perhaps is refolved to follow his Fancy and still lay his Money upon

low his Fancy, and still lay his Money upon the fame Card, which is done by crooking the third Corner of his Card; which coming up by the Dealing of the Talliere, makes him win fifteen Times as much Money as he staked.

Punter, by crooking or bending the End of the fourth Corner of his Card, which coming up, makes him win 33 Times as much Mo-

ney as he staked. This disastrano

13. Soissant-et-le-va is the highest Chance that can happen in the Game, for it pays 67 Times as much Money as is staked, and is seldom won but by some Punter, who resolves to push the Extream of his good Fortune to the Height: It cannot be won but by the Talliere's dealing the Cards over again, which, if his winning Cards turn up, pays him with such a prodigious Advantage.

And, as it hath been often seen at the Royal-Oak Lottery, a Figure come up, that by some Guineas laid on it in sull, by the winning 28 Times as much, has broke the Oak, so by the Courage and extraordinary Luck of a pushing Punter at this Game, some great Stake with Soissant et-le-va may turn up, and

by that Means break the Bank-Keeper.

But this very rarely happens; the Talliere, like the Lottery-Man, being a great deal more likely to break the Gamesters than they Him.

The ORDER of the GAME.

THE Players sit round a Table, the Talliere in the midst of them with the Bank of Gold before him, and the Punters each having a Book of 13 Cards, laying down 1, 2, 3, or more, as they please, with Money upon them, as Stakes; then he takes the Pack all together in his Hand and turns them up, the bottom Card appearing, is called the Fasse, and pays him half the Value of the Stakes laid down by the Punters upon any Card, of that Sort.

The MANNER of PLAY.

ed lover again,

A FTER the Fasse is turned up, and the Talliere and Croupiere, have looked round the Cards on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his Deal, and the next Card appearing, whether the King, Queen, Ace, or whatever it be, wins for the Punter, who may receive, if he has laid Money on such a Sort of Card, the Value: or, making Paroli, go on to a Sept-et-le va. The Card after

Of the GAME of BASSET. 115

after that wins for the Talliere, who takes Money from each Punter's Card of that Sort

and brings it to his Bank.

The Talliere, if the winning Card be a King, and the next, appearing after it, be a Ten, says (shewing the Cards that appear to all the Punters round) King wins, Ten loses; paying the Money to fuch Cards as are of the winning Sort, and taking the Money to supply his Bank from those who lose; this done, he goes on with the Deal; as, Ace wins, Five loses; Knave wins, Seven loses; and so every other Card alternately winning, and losing, till all the Pack be dealt but the last Card

The last Card turned up is an Advantage to the Talliere, because by the Rule of the Game, which was contriv'd for his Benefit, tho' it be turned up, and the Punter may happen to have flaked upon one of the same Sort; yet it is allowed as one of his Dues in relation to his Office, and he does not pay any Thing, it walker, while it . gnidT

The bold Punter, who is lucky and adventurous, and can push on his Couch with a considerable Stake to Sept-et-le-va; Quinzeet-le va, Trent-et-le-va, &c. must in a wonderful Manner multiply his Couch, or first Stake; but this is so seldom done, considering the Frequency of the Punter's Losses in Comparison to the Bank's Profit; that a Suppose

Perfon

Person of the least Discernment, may easily perceive how very advantagious this Game is, in Favour of the Talliere.

The Liberty that is used by our English

pushing Adventurers at this Game, makes it of quite another Kind than it is in France; for they are compelled by the King's Authority, only to play at a Twelve penny Bank, where the Losses, or Gains, cannot bring Defolation in a Family: But our Punters in England have the Liberty to stake whatever they please, from one Guinea, to 100 or higher, upon a Card, as is often feen at Court. When, the Couch being alpieu'd, or paroli'd, to Sept-et-le-va, Quinze-et-le-va, Trent-et-le-va, &c. is extreamly to the Punter's Profit, who by the Advantage of the Multiplication must raise his Couch, or Stake, (if he be fo couragious to make it valuable) to a very extraordinary Sum: And if he be so befriended by Fortune to bring it to Soiffantet-le-va, he is very likely to break the Bank, by gaining a Sum so bulky, that, it is probable, the Talliere is not able to pay.

But this so rarely happens, that it is only a Decoy for the Punter, to urge him to venture his Stake boldly: The Talliere's certain Advantage, for all this specious Demonstration of the Punter's Probability of winning, being plainly obvious and unanswerable, as

shall farther appear, and od od noling ino

nolto.

Suppose Ten, or any other Card wins for the Punter, if another Ten comes up just after, in the winning Card's Place, it does not win for him, but for the Bank; but if it comes up three or four Cards after that, it wins for the Punter: If Ace, or any other Card wins at first, and afterwards comes up again in the next winning Card's Place, it does not go, but is said to retire, till the next Opportunity, because by the Rule of the Game it must go for the Bank before the Punter.

But then in Return of this, and artfully to gain the Esteem of all the young Adventurers, who are apt to set their Money briskly, if the Card happens to come in the next losing Place, it does not lose, because it has not gone for the Punter, but also retires without paying the Bank, having won a Couch, which the Talliere saves, and should have paid.

To conclude, this Game, like the Royal-Oak Lottery, is of so bewitching a Nature, by reason of several specious Multiplications and Advantages, which, seemingly, it offers to the unwary Punter; that, a great many like it so well, they will play at small Game rather than give out; and rather than not play at all, will punt at a Six-penny, Three-penny, nay a Two-penny Bank, so much the Hopes of winning the Quinze-et-le-va, and

and Trent-et-le-va intoxicates them; but the Judicious Player, whose Love of Gaming does not exceed his Understanding, will not engage at it, or if he does, will play so warily as not to be drawn in, by specious Advantages, since it is most certain that it cannot be upon the Square, and that the Talliere if he pays you 20 Guineas in one Night's Play, only gives you Opportunity, to lose an Hundred in another.

The FRAUDS of BASSET.

I N the Game of Baffet, the Cards do not always go, as they do at Faro, which is

called Ne va pas.

The Cards may be so played at Basset, as not to allow the Punter any Winning-Place throughout the Pack. If this be proved, then it may be justly said, that it is in the Power of the Dealer to let the Punter have as many Winning-Places as he thinks convenient, and no more.

the least well that will oldy at investigation

play at all, will puor ut a flor cenny, Three-

I mo svis had reduct

The BASSET TABLE.

eaks only to Cards, which is no fulficients

Faffe —	Knave	6 Lofes
Ne va pas -	Knave	7 Ne wa pas
Loses —	4	5 Lofes
Ne va pas -	Knave	5 Ne wa pas, and so on
Loses —	8	7 to the Bottom
Ne va pas -	8	
Loses — —	Knave	5
Ne wa pas, and fo		6
on throughout		
on timoughout	4	5
	8	3
	4	2
	10	7
	10	The state of the s
	Queen	King
Les motions bas dove	10	King
A COMMONIA A	I have been	(3) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2
	9	King
N. S. J. R. York	9	2 The second phane
	0 11 19	3
*	Queen	King
	Queen	2
	- Caron	77. 34
	Queen	The state of the s
The Tart of the in	7	
	1	9

This demonstrated, the next Thing to be considered is, how these Cards must be placed to involve them into this or any other Form, which I take to be the Basis, and, rightly understood, will produce vast Variety; for Example, Suppose now for Brevity's sake, I take

Demonstration, as if I made use of the whole Pack.

Upon drawing them through my Hand from Top to Bottom, they come into this Form, viz.
8
Knave 8
Knave A tundsuorus no
4 4 8
8 Knave
4
Knave

Now shuffle and part every Card over and under, and they are involved according to your Intentions.

Knave, Knave, 4, Knave, 8, 8, Knave, 8, 4, 4, 8, 4.

Inverted thus.

Knave Knave

Knave 8

8, and so on, as in the Table.

This may be performed without a second Operation, which, I hope, is a sufficient Proof that Numbers may be changed into many Forms, and from as sew or as many Causes as you think proper; but remember this, That it requires pliant Fingers as much as the Harpsicord, without which you will never perform

perform finely. From these and other preceding Rules that I have observed to you, I think really, without troubling you any farther, you may draw all Consequences to be wished or expected in a Pack of Cards.

Mou are to consider, that the Banker commonly Shuffles and Cuts at Basset; and in order to prove what I have often said, viz. That a Pack of Cards may be changed into any Form whatsoever, and that even by a School-boy when the Principles are set down, I will give the following Example.

Suppose a, b, c, d—e, f, g, b to be certain Cards best known to yourself, it cannot be thought a difficult Task to join a to e, b to f, c to g, and d to b, and farther to con-

This was allowed a fair Way to Shuffle, and from the Consequence of this Rule you may vary ten Thousand different Ways and more: I shall instance the Changes that are in 3 Figures only, to prove the Variety in a

Pack of Cards, viz.

1 2 3 3 2 1 2 3 1 2 1 3 3 1 2 1 3 2 Six Changes.

Now if these 8 Letters (which I suppose Cards) were drawn through your Hand from G Top

Top to Bottom, as practifed at Faro, then the Letters are changed to

b g f d e

This practifed 3 or 4 Times, you will readily come acquainted with the Manner, and be capable of changing Numbers to come into their appointed Places; but I shall instantly open your Eyes, and destroy the Charm: Shuffle the Cards well, and take Care they are not changed upon you, then bid Desiance to the Dealer.

The Sums of Money lost in France, at this Game, were so considerable, that the Princes of the Blood were in Danger of being undone; and after many Persons of Distinction were ruined, the Court of France thought sit to forbid Basset. Then Faro was invented, and Both were soon ushered into England, and after 3 or 4 Years play bere, it impoverished so many Families, that the Parliament have Enasted a Suppression of these Games among us.

FARO.

HO' BASSET and FARO have Both been forbidden in France, upon severe Penalties,

Penalties, yet these Games still continue, in mighty Vogue in England, especially Faro: The Reasons are,

I. The Game is very easy to learn.

II. It appears to be very fair. III. It is a very quiet Game.

But as it is the most dangerous Game for the Destruction of Families, that ever was invented: And having shewn the Frauds of Basset, I thought it not improper to close All, with a few useful Observations concerning the Game of Faro.

A Gentleman who was pleased, about 15 Years ago, to calculate the Odds at Faro, gave a very favourable Report of it to the Town; so every one took it upon Trust, without farther Enquiry. I shall only say, it was lucky for the Faro-Bankers, that the Game was so great a Stranger to us, at its sirst Arrival, as not to be, soon, persectly understood.

I will not pretend to say what they are at this Day; but this I am well assured of, that every Pull (i. e. the Card drawn on each Side) makes the Odds vary throughout the Pack, as will be proved presently: For as the Doublets are a considerable Branch of the Profits and Advantages of the Game for the Bank, and the coming of those Doublets being so doubtful, that it may be said the Calculation can only be made upon Supposition; I there-

fore now proceed to prove, that Faro may be played to more or less Advantage: Suppose a Person to put down 20 s. upon a Card, when only 8 are in, (as has been frequently feen) every one that plays, knows that the last Card is a Cypher, therefore you have 4 Places to lose, and 3 only to win, the Odds against you is 4 to 3, a 7th Part of the Money given away, which is about 2s. and 10d. in 20s. in 100l. it is 14l. 5s. 8 d. half-penny per Cent. Likewise when ten Cards only are in, then it is 5 to 4 against you, a 9th Part of the Money, and so in Proportion throughout the Pack. I appeal now to common Sense, whether the Game may not be play'd to more or less Advantage; tho' I have heard fome Men confidently affirm, that the Game is the same, play it which Way you will; and their Ignorance has led them to offer to lay Wagers of it; for which Reason it has been believed, without farther Enquiry. fay, it was a very good Bait to catch Fish However, to proceed, the Odds from the Beginning of a Deal are almost insensibly stealing upon you every Pull, till from the first supposed 4 per Cent. it becomes, you see, 141. 5 s. 8 d. half penny; I hope a fair Demonstration. It may be thought not unreafonable to consent to these Odds (if no other Advantages were made use of) on the Banker's Side, by Reason of the vast Expences that attend 370

attend a Faro-Bank, besides the Attendance and Loss of Time. I affure you, that those Odds before mentioned have not been thought fufficient, as I will leave to your own Judgment when the Charges are fairly stated, which will amount to the Sum hereafter charged.

However, without losing much Time, I shall instance a remarkable Thing, that hath not been so strictly observed, as to alter the Custom of taking the Premier, when 2 Cards are put down, and a Premier put before them.

Suppose a King and Queen a Guinea each, and a Guinea the Premier. After which. fome Pulls pass, at last up comes the King on the Right Hand for the Banker, and the Queen on the Left for the Punter; the Dealer takes the Premier, as his Right, without ever blushing; which is a very great Injustice in this Game; for he ought to take nothing, fince he might as well take it out of your Pocket.

Observe, that the first Card, being pulled or drawn, is not valid till the fecond appears; therefore the 2 Cards may, in one Sense, be faid to be but one Pull; for they are so much one, and have fuch Dependance on each other, that if the fecond Card is never pulled, the first is useless. So when these Accidents happen, as they frequently do, you neither win nor lose. On the contrary, if the King comes, and the Queen does not follow the fame

same Pull, the Dealer then has a Right to the

Premier, but not otherwise.

But the general Part of Mankind have fuffered themselves to be imposed on, without ever considering the Inequality of such a Stake. Tis a plain Demonstration, that they did not know what they were doing; if they had,

they would not have complied with it.

This Advantage taken by our English-Bankers was never allowed in Spain nor Portugal, where I presume the Game is as well understood as in England. I well remember an Accident which happened to a Foreigner, (who spoke a Language the Company did not understand) which caused as great a Confusion as ever I faw; and this only about a Crownpiece. At length the Stranger made Signs to prove and shew them that he had loft nothing. In the Interim comes in a Gentleman who understood the Foreigner, and appealed the Matter for the present; and it was mutually agreed. that the Crown should be left in Possession of the Bank, till it could be determined by Men of Judgment. Accordingly the next Day it was given in favour of the Foreigner, that it was unprecedented abroad: The Crown was returned, and the Affair amicably ended. Notwithstanding this, the Faro-Bankers have believed they might be more free with their own Countrymen than Foreigners, and theresit tenlinka

The Royal Game of CHESS. 127 fore have continued their first Custom to this

Day.

The Expences of a FARO-BANK in all its Particulars, of Servants, House-Rent, a Groupe, Puffs, and other incidental Charges of Candles, Wine, Arrack-Punch, Suppers, and Safe- Guard Money, &c. have, in Covent-Garden, amounted to above 1000 l. per Annum.

As Faro, is the Daughter of Basset, the Fair-Chance (or Card-Table) is the Daughter of Faro. All alike notorious FRAUDS, there being not any Persons, except the Professors themselves, who can be said to be let into the Secret-Springs of these GAMES.

The Royal Game of CHESS.

Should first inform my Pupil, that this Game requires Conduct and Attention, and even good Reasoning; so that I believe it is a just Remark, A Foot never

played IT well.

land the charles in each to the II. It has one Thing peculiar to it, which is, that the Incidents and Turns are fo many, and so various, that it will be found both delightful and entertaining, even where People play for nothing; which can hardly be faid of any other Game.

III. The Theatre upon which this Game is acted, is a chequer'd Board, half Black, G 4 and

and half White, painted like a Draught-Board, which may serve for this Use upon Occasion.

IV. The Game is performed by Two little Armies drawn up, in Order of Battle, oppofite to each other; each Army is commanded by a King, and several great Officers, tho when you come to examine them close, This King is no more than a Piece of Stick, or Ivory, as are all under his Command.

V. The Officers (including the King) confift of 8 principal Persons, who are sized according to their Dignity, and have their par-

ticular Titles and Qualities.

VI. The common Sort consists of 8 Pioneers, one stands before every Officer; these are called Pawns, and are but low of Stature.

VII. The King is the first, and whenever

he is Loft, the Battle is at an End.

VIII. The Queen is next in Degree, who bears her Royal Husband Company in the War; she does not only animate him with her beautiful Aspect, but likewise defend him when in Danger, and attack his Enemies.

IX. The 2 Rooks are next in Degree to

the Queen.

X. The 2 Knights are next to them, who do great Service generally in the Beginning of an Action, and are very furious for some Time; but towards the End they are not so serviceable.

XI. There

XI. There are 2 Bishops likewise (for the Army must not be without Chaplains) which are of most Service towards the End of an Action: Perhaps the Reader may think it is to assist the dying Men, but we shall give him to understand presently, that they have something else to do.

XII. These in French are called les Fous, that is, the Fools; but who it was that first Gallicized that Word for Bishops I cannot tell.

XIII. The next are the Pawns; who, tho' they are no other than common Soldiers, yet when they are well commanded, they

fometimes perform great Actions.

XIV. The Method of Drawing up this little Army, is as follows: The Eight principal Figures are to be placed in the lowest Rank of the Board, next to the Gamester, in this manner; First, the King upon the fourth Spot from the Corner, which is White; his Queen is to be placed upon the Black Spot on his Right-Hand; the 2 Bishops are to stand one next the King, the other next the Queen; the Knights upon the Sides of the Bishops; and the two Rooks, one in each Corner. The Pawns are placed just in the Rank before them, to serve as their Rampart: Thus the Poor are only made Use of to defend the Great.

XV. The other Army must be drawn up on the opposite End of the Board in the same G 5 Manner:

manner; and lest they should not be distinguished when they come to be mixed, one Army is always cloathed in *Black*, the other in *White*.

XVI. The King is very grave and solemn in his Pace, so that it may be said, he moves with a great deal of Majesty; his March is slow, and he only moves from one Chequer to another; forward in a Line, or sideways in a Line, or backward in Line.

XVII. If he meets with any Scout of the Enemy's in his way, he may take him Prifoner, and place himself where he stood; and when it is his Turn to move again, he may go backwards, sideways, or retire.

XVIII. You must observe, that the Gamesters must move by Turns, as they do at

Draughts.

XIX. Some maintain, that the King may, at his first Motion, go over three Chequers at once, either forwards or sideways, or take an indirect Jump, as the Knight does, which shall be explained hereafter; but the Game is scarce ever played so, for these quick Motions do not seem consistent with the Stateliness of a King. The most he can do, as it is now played, is to pass over one Chequer the first Motion; but after that, he can only move from Chequer to Chequer, in the Manner before described.

XX. The

XX. The Queen, according to the Lightness of her Sex, may pass from one End of the Board to the other at one Movement, either in a Line sorward, or in a Line sideways, provided the Passage be clear; and if any of the Enemy stand in her way, she may take him Prisoner, and stand in his Place. By this you may see the Queen is her Royal Consort's best Defence, and is generally most forward to attack the Enemy.

XXI. The Bishop has a Motion hard to be described upon Paper; it is neither directly forward, nor altogether sideways, but betwixt both; it is an oblique Movement, he may either move from Chequer to Chequer, or run along a whole Row, according as he

fees his Advantage to fnap an Enemy.

XXII. One Bishop stands upon a black Chequer, and the other upon a white; he who stands upon the black, moves upon a black Row, and never touches the white; he that stands upon white, never touches black.

XXIII. The Knight has but one way of moving, which is a very odd one; for he jumps from black to white, and from white to black: In this Motion he jumps over 1 Chequer, not directly forward, but moves in the Form of a Demicircle; and if one of the Enemy should stand next to him he can (to shew his Agility) jump over his Head.

XXIV. An Officer, or a Pawn of the Enemy's, may stand next to a Knight or a Bishop, without Danger; for these being confined to One way of moving, can hurt nothing but

what lies directly in That way.

XXV. The Knight (as is before observed) is of great Use in the Beginning of the Battle; for very often he makes a Passage thro' the Enemy's Army, and forces his way up to the King, whom he attacks, and to whom he gives Cheque-Mate; but at the latter End of an Action, he has not the same Opportunities of exercising his Valour: Therefore the best Play is to employ him at first.

XXVI. Giving the King Cheque-Mate, is putting him in Danger; for it must be observed, that whenever the King's Person is in Danger of being taken by the Enemy, out of Respect to Royal Majesty, notice must be given him by saying Cheque, that so he may either retire, or cover himself with some of his Men; for when he is taken, his Army is lost,

and there is an End of the Game.

XXVII. If those who put the Enemy's King into this Danger, should omit saying

Cheque, they cannot take him.

XXVIII. The Motion of the Rooks is in a direct Line every way; they can neither cross the Chequers, as the Bishops do, nor hop like the Knights: They may either move from Chequer to Chequer, or else as far as the Passage

fage is clear. If any of the Enemy stands in their way, to interrupt their March, they may take him Prisoner, and stand in his Place, as all the others must when they take a Prisoner, till the next Movement. They are placed one at one Corner, and the other at another Corner of the lowest Row, in the fame Rank with other Commanders. Thus they defend the Flanks of the Army, and guard the Quarters of the King and his Officers; but they are feldom put upon Action till after several Skirmishes and Repulses: They generally do more Service than any,

except the Queen.

XXIX. The 8 Pawns are placed in the Rank before the Commanders, one before each Officer. At their first Movement they may, if it be thought necessary, pass over two Cheques, reckoning That they come from, for one; after that, they can only move from Chequer to Chequer in a direct Line forwards: But if one of the Enemy should fland next to one of 'em in an oblique manner, they may take him. And if with the Hazard of his Life, any of them should make his way up to the first Rank of the Enemy, he is immediately preferred, and made an Officer; and the King may prefer him to the Post of any Officer he has lost. If the Queen herself had been taken Prisoner, she must be exchanged for this Pawn.

XXX. As

XXX. As to the Method of playing your Men at Chess, it is impossible to give any Directions; for That depends upon Fancy, or a Man's particular Design at Play: And the Occurrences that happen, by the various Disposition of the Enemy, will often force you

to change your Measures.

XXXI. The great Error of those who are not very perfect in this Game, is, That they are apt to play too Open at the Beginning of the Game, as if they apprehended no Danger while the Enemy's Army is at a Distance: But they should remember, that The Queen, a Bishop, and a Rook, can take a Prisoner from one End of the Board to the other, if he lies uncovered.

XXXII. After some Movements, you will find it impossible to proceed without exposing your Men or Officers; therefore your good Players will give up an Inserior Officer, to take a Superior one, from the Enemy. For Example, you should play your Knight just in the Jaws of a Rook, provided you had placed another Officer in Ambuscade to surprize him.

XXXIII. The best Players always endeavour to get behind the Enemy, in order to attack the King, and give Cheque-Mate; that so by this Means they may either Take him, or Block him up, and so win the

Game.

XXXIV. There

XXXIV. There are two Ways of Chequering the King: The First is, a Simple Chequer, when the King can either retire out of Danger, or cover himself with an inferior Man, or take that Man who Cheques him.

XXXV. The Second is, when the King is fo Besieged and Over-powered, that he can neither move, nor defend himself, nor cover himself with another: This is called Cheque-Mate; in which Case, the Game is lost.

This is all that can be faid, towards teaching the Game of Chefs; and you may perceive, it requires Reason and good Conduct. It is a just Remark, That whoever is a good Chess-Player, cannot but make a good General of an Army, wherein there is room for an infinite Number of fine Stratagems and Turns. It is very different from most other Games, which are tirefome and fatiguing, unless the Lucre of what you play for draws your Artention. But this Game is an Entertainment for Men of Sense, who without running the Hazzard of those unhappy Events, which fometimes attend High-Play, may find an agreeable Amusement, without Charge or Danger.

Captain Joseph Bertin having, in the Year 1735, given such Rules and Instructions for the noble Game of CHESS, as will perfect Those who are somewhat skilled therein; we

shall extract them faithfully for the Benefit

of our Pupils. It is to be observed,

I. That the pawns of the king, bishop, and queen, must move before the knights; for were they to move last, the game would be crouded by useless removes.

II. Play not your queen till the game is well opened, that you may not lose any

moves, but appear in a good fituation.

III. For the fame reason, avoid giving

ufeless checks.

IV. Upon being well posted either for attack, or defence, let not any opportunity of taking your adversary's men tempt you, for this may divert you from gaining the main design.

V. Do not castle, but when very necessary,

because the move is often lost by it.

VI. Never attack, or defend the king, without a sufficient force; and take care of ambushes and traps.

VII. Never croud your game by too many

men in one place.

VIII. Confider well before you play, what harm your adversary is able to do you, that

you may oppose his defigns.

IX. To free your game, take off some of your adversary's men, if possible for nothing; tho' to succeed in your design, you must often give away some of your own, as occasion serves.

X. He

X. He who plays first, is understood to have the attack. When the game is opened, you must endeavour to defend in your turn; for the defence, if well played, is still the best against the gambets, in which you change all your pieces, except the gambet that gives 3 pawns, which will be necessary to keep a rook, to conduct your pawns to the queen.

XI. A good player ought to foresee the concealed move, from 3 to 5 and 7 moves. The concealed move is a piece that does not play for a long time, but lies snug, in hopes

of getting an advantage.

XII. At the beginning of a game, you may play any pawn 2 moves, without danger.

XIII. The Gambet is, when he that first gives the pawn of the king's bishop, in the 2d move for nothing, the other keeps it, or takes another for it, if he is obliged to lose it.

XIV. The close-game is, when he that plays first gives no men, unless to make good advantage; but in giving a pawn first, he

loses his advantage.

XV. He who castles first, the other must advance his 3 pawns, on the side of his adversary's king, and back them with some pieces, in order to force him that way, provided his own king, or pieces, are not in danger in other places.

XVI. When your Game is opened, to gain the attack, you must present your pieces to change;

change; and if your adversary who has the attack, refuses to change, he loses a good situation; and either in exchanging, or retiring, the defence gets the move. Ex. gr.

XVII. In the beginning of a game, to flew the necessity of playing the pawns before the pieces, if there were but 2 pawns on each side, on the board, viz. the pawns of the rooks, the first that should play would soon win the game, by taking the other's pieces by check; and that situation may come in less number of pieces.

XVIII. To play well the latter end of a game, you must calculate who has the move,

on which the game always depends.

XIX. To learn well and fast, you must be resolute to guard the gambet pawn, or any other advantage against the attack; and when you have the least advantage, you must change all, man for man. A draw-game shews both players to be good.

The observance of these Rules will be of great use in the practising of the game, and will prevent your making any useless moves; but rules for oversights are not to be given.

The GAMBET shews the reason why He who plays first, gives the 3 Pawns and the King's Bishop.

GAME I.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes the white pawn.

W the king's knight in the king's bishop's 3d square.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

B the pawn takes the white pawn, and gives a check.

W the king moves in his rook's place.

B the queen's pawn, 1 move,

W the king's bishop takes the bishop's pawn of the black king's bishop, and gives a check.

B the king takes the white bishop.

W the knight gives a check in the black king's 4th square.

B

B the king moves in his place.

W the queen gives a check in the black king's rook's 4th square.

B the king's knight's pawn covers.

W the king's knight takes it.

B the king's rook's pawn takes that knight.

W the queen takes that pawn, and gives a check.

B the king moves in his 2d square.

W the queen gives a check, and mate in the black king's bishop's 2d place.

The GAMBET's defence, who gives 3 Pawns and a Bishop. GAME II.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes that white pawn.

W the king's knight in his king's bishop's 3d square.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

B the pawn takes the white pawn, and gives a check.

W the king moves in his rook's place.

B the queen's pawn, I move.

W the king's bishop takes the black king's bishop's pawn, and gives a check.

B the king takes it.

W the king's knight gives a check in the black king's 4th square.

B the king in his place.

W the queen gives a check in the black king's rook's 4th square.

B the king's knight's pawn covers it.

W the king's knight takes that pawn.

B the rook's pawn takes the knight.

W the queen takes the black king's rook.

B the king in his queen's 2d square.

W the king's rook gives a check in the black king's bishop's 2d square.

B the king in the queen's bishop's 3d square.

W the rook in the black king's knight's 2d fquare.

B the queen in her king's knight's 4th square.
And the black will win.

Defence of the 3 Pawns Gambet at the 14th move. Game III.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his king's bishop's 3d square.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

B the pawn takes the white pawn, and gives a check.

W the king in his rook's place.

B the king's bishop in his 3d square.

W the king's pawn, 1 move.

B the queen's pawn, 2 moves. W the king's pawn takes the black bishop.

B the king's knight takes the white pawn.

W the king's bishop in the queen's knight's 3d square.

B the king castles.

W the queen's pawn, 2 moves.

B the king's rook's pawn, 1 move. And the players may finish the game.

If the 3 pawns Gambet gives you check with his king's bishop, you must take it, and keep your own to the 14th move, to prevent his designs, in which you ought to oppose him every move.

Opening

Opening for the 3 Pawns GAMBET, this defence begins at the 14th move. GAME IV.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his king's bishop's 3d square.

B the king's bishop in his king's 2d fquare.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles,

B the pawn takes the white pawn, and gives a check.

W the king in his rook's place.

B the king's bishop in his 3d square.

W the queen's pawn, 2 moves.

B the queen's pawn, I move.

W the queen's knight in her bishop's 3d square.

B the queen's bishop in his king's 3d square.

W the king's bishop in his queen's 3d square.

B the queen's knight in his queen's 2d square.

W the queen's bishop in his king's bishop's
4th square.

B

B the queen's bishop in the white king's knight's 4th square.

W the queen's knight in his king's 2d square.

B the queen's bishop takes the white knight, and gives a check.

W the rook retakes it.

B the bishop in his king's knight's 4th square.

W the queen's bishop takes the pawn near his king.

B the king's knight in his king's 2d square.

W the queen's bishop's pawn, 2 moves.

B the king's knight in his 3d square. And the Players may finish the Game.

A 2d opening for the 3 Pawns GAMBET, this defence begins at the 14th move. GAME V.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his king's bishop's 3d square.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

B the pawn takes the white pawn, and gives a check.

W the king in his rook's place.

B the king's bishop in his 3d square.

W the queen's pawn, 2 moves.

B the queen's pawn, I move.

W the queen's bishop in his king's bishop's 4th square.

B the queen's bishop in his king's 3d square.

W the queen's knight in her rook's 3d square.

B the queen's bishop takes the white king's bishop.

W the queen's knight takes the black queen's bishop.

B the queen's knight in his queen's 2d square.

W the queen's bishop's pawn, 1 move.

B the king's knight's pawn, 2 moves.

W the queen's bishop takes the black pawn near his king.

B the king's knight's pawn, I move.

W the king's knight in his queen's 2d fquare.

B the king's rook's pawn, 2 moves.

W the queen in her knight's 3d square.

B the queen's knight in his 3d square.

W the queen's rook's pawn, 2 moves.

B the queen's pawn, I move.

W the queen's knight in his king's 3d square.

B the bishop in his king's knight's 4th square.

W the queen's rook in his king's place.

B the king's knight in his king's 2d square.

H

W the queen's rook's pawn, 1 move.

B the queen's knight in the white queen's bishop's 4th square.

W the queen's knight takes it. B the pawn takes that knight.

W the queen takes that black pawn.

B the king caftles.

W the bishop takes the black queen's bishop's pawn.

B the queen in her 2d square.

W the bishop in his king's rook's 2d square.

B the queen at her bishop's 3d square.

W the queen in her 3d fquare.

B the king's knight in his 3d square.

W the queen's pawn, 1 move. B the queen in her 2d square.

W the king's pawn, I move.

B the knight in the white king's rook's 4th fquare.

W the queen's bishop's pawn, 1 move.

B the knight in the white king's bishop's 3d square. And the players may finish the game.

A 3d Opening for the 3 Pawns GAMBET begins at the 14th move. GAME VI.

W HITE, the king's pawn, 2 moves.

BLACK, the fame, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

The Royal Game of CHESS.

W the king's knight in his king's bishop's 3d square.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

B the pawn takes the white pawn, and gives a check.

W the king in his rook's place.

B the king's bishop in his 3d square,

W the queen's pawn, 2 moves. B the queen's pawn, I move.

W the queen's bishop in his king's bishop's 4th fquare.

B the queen's bishop in his king's 3d square.

W the queen's knight in her rook's 3d square.

B the king's rook's pawn, 1 move. W the queen's bishop's pawn, 1 move.

B the queen's bishop takes the white king's bishop.

W the queen's knight takes the black queen's bishop.

B the queen's knight in his queen's 2d square.

W the queen in her knight's 3d square.

B the king's knight in his king's 2d square.

W the king's pawn, i move. B the queen's pawn takes it.

H 2

W

W the queen's pawn takes the black pawn.

B the bishop in his king's knight's 4th square.

W the queen's bishop takes the pawn at his king's rook's 2d square.

B the king castles.

W the queen's rook in his queen's place.

B the queen in her bishop's place.

W the king's knight takes the black bishop.

B the king's rook's pawn takes the white knight.

W the knight in his king's 3d square.

B the queen's knight in her bishop's 4th square.

W the queen in her bishop's 2d square.

B the queen in the white king's rook's 3d fquare.

W the queen in her king's fecond square.

B the queen's knight in his king's 3d square.

W the king's rook in his king's bishop's 3d square.

B the queen in her king's rook's 2d square.

W the queen in her king's knight's 2d square.

B the queen in the white king's 4th square.

W the queen's rook in her king's knight's place.

B the king's knight in his 3d square.

W the knight in the black king's bishop's 4th square.

B the double pawn, I move.

W the queen takes it.

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B the queen takes the white queen. And

the players may finish the game.

A 4th Opening for the 3 Pawns GAMBET.

GAME VII.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in the 3d square of his king's bishop.

B the king's bishop in his king's 2d square.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop gives a check in the white king's rook's 4th square.

W the king's knight's pawn covers.

B the pawn takes it.

W the king castles.

S

B

B the pawn takes the white pawn, and gives a check.

W the king in his rook's place.

B the king's bishop in his 3d square.

W the queen's pawn, 2 moves.

B the queen's pawn, 1 move.

W the queen's bishop in his king's bishop's 4th square.

B the queen's bishop in his king's 3d square.

W the queen's knight in her rook's 3d square.

B the queen's pawn, I move.

H 3

W

W the king's pawn takes that pawn.

B the queen's bishop takes that white pawn.

W the king's bishop takes the black queen's bishop.

B the queen takes the white king's bishop.

W the queen's bishop's pawn, 2 moves.

B the queen in her 2d square.

W the queen in her knight's 3d square.

B the queen's bishop's pawn, 1 move.

W the queen's rook gives a check.

B the king's knight covers.

W the queen's bishop in the black king's 4th square.

B the king castles.

W the bishop takes the black bishop.

B the pawn takes the white bishop.

W the queen in her king's 3d square.

B the king's knight in his 3d fquare.

W the queen's knight in her bishop's 2d square.

B the queen's knight in her rook's 3d fquare.

W the queen's rook's pawn, 2 moves.

B the queen's rook in his king's place.

W the queen in the black king's rook's 3d fquare.

B the queen's rook takes a white rook.

W the king's knight takes that black rook.

B the queen in the white king's knight's 4th fquare.

W

The Royal Game of CHESS.

W the queen takes the black pawn near her king.

B the king in his knight's 2d square.

W the queen's knight in his king's 3d fquare.

B the queen gives a check in the white king's 4th square.

W the rook covers.

B the rook in his king's place. And the players may finish the game.

One Pawn's GAMBET, which gives a Knight and bis Queen, to give a Check, and mate with his Queen's Bishop. GAME VIII.

7 HITE, the king's pawn, 2 moves. W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his bishop's 3d square.

B the king's knight's pawn, 2 moves.

W the king's bishop in his queen's bishop's 4th fquare.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's rook's pawn, I move.

W the king's rook's pawn, 2 moves.

B the king's bishop in his knight's 2d square.

W the king's rook's pawn takes the black pawn.

B the king's rook's pawn takes the white pawn.

H 4

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W the king's rook takes the black king's rook.

B the king's bishop takes the white rook.

We the king's knight in the black king's 4th fquare.

B the queen's pawn takes the white king's

knight.

W the queen in the 4th square of the black king's rook.

B the queen in her king's bishop's 3d square.

W the queen's pawn takes the black pawn.

B the queen in her king's knight's 2d square.

W the queen's double pawn, I move.

B the king's knight in his rook's 3d square.

W the queen's pawn takes the black pawn, and gives a check.

B the king in his bishop's place.

W the queen's bishop takes the black pawn,

in his king's bishop's 4th square.

B the queen's bishop in the white king's knight's 4th square, upon the white queen.

W the queen's bishop takes the black queen's

bishop's pawn.

B the queen's bishop takes the white queen.

W the queen's bishop gives a check, and mates at the black queen's 3d square.

Defence of the same GAMBET, which gives a Knight and his Queen, to give a Check, and mate. GAME IX.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his bishop's 3d square.

B the king's knight's pawn, 2 moves.

W the king's bishop in his queen's bishop's 4th square.

B the queen's pawn, I move.

W the queen's pawn, 2 moves.

B the king's rook's pawn, 1 move.

W the king's rook's pawn, 2 moves.

B the king's bishop in his knight's 2d square.

W the king's rook's pawn takes the black pawn.

B the king's rook's pawn takes the white pawn.

W the king's rook takes the black king's rook.

B the king's bishop takes the white rook.

W the king's knight in the black king's 4th fquare.

B the queen's pawn takes the white king's knight.

W the queen in the black king's rook's 4th fquare.

B the queen in her king's bishop's 3d square.

H 5 W

W the queen's pawn takes the black pawn.

B the queen in her king's knight's 2d fquare.

W the queen's double pawn, I move.

B the king's knight in his king's 2d fquare.

W the double pawn takes the black pawn, and gives a check.

B the king in his bishop's place.

W the queen's bishop in his queen's 2d square.

B the queen's knight in his queen's 2d fquare.

W the queen's bishop in his 3d square.

B the queen's knight in his king's 4th square.

W the queen's knight in his queen's 2d fquare.

B the queen's bishop in the white king's knight's 4th square, upon the white queen.

W the queen in her king's rook's 2d fquare.

B the rook in his queen's place.

W the king's bishop in his queen's knight's ad square.

B the queen's bishop's pawn, 2 moves.

W the queen's knight in his queen's bishop's 4th square.

B the king's knight in his 3d fquare.

W the king in his bishop's 2d square,

B the rook in the white queen's place.

W the rook takes the black rook.

B the queen's bishop takes the white rook.

W the queen in her king's rook's place.

B the queen's bishop in the white king's knight's 4th square.

W the knight in the black queen's 3d square.

B the king's knight in the white king's rook's 4th square.

W the knight in the black king's place.

B the queen in her king's rook's 2d square.

W the knight in the black queen's 3d square.

B the queen's knight's pawn, I move.

W the queen in her king's place.

B the king's knight takes the white king's knight's pawn.

W the king takes the black knight.

B the the queen gives a check in the white king's rook's 3d square.

W the king in his bishop's 2d square.

B the queen gives a check in the white king's rook's 2d fquare.

W the king in his bishop's place.

B the queen's bishop gives a check, and mate in the white king's rook's 3d square.

Another GAMBET for the same Defence. GAME X.

WHITE, the king's pawn, 2 moves.

BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his bishop's 3d square.

H 6

B

B the king's knight's pawn, 2 moves.

W the king's bishop in his queen's bishop's 4th square.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's rook's pawn, I move.

W the king's rook's pawn, 2 moves.

B the king's bishop in his knight's 2d square.

W the king's rook's pawn takes the black pawn.

B the king's rook's pawn takes the white pawn.

W the king's rook takes the black king's

B the king's bishop takes the white rook.

W the king's knight in the black king's 4th fquare.

B the queen's pawn takes the white king's knight.

W the queen in the black king's rook's 4th fquare.

B the queen in her king's bishop's 3d square.

W the queen's pawn takes the black pawn.

B the queen in her king's knight's 2d fquare.

W the queen's double pawn, I move.

B the king's knight in his bishop's 3d square.

W the queen's pawn takes the black pawn, and gives a check.

B the king in his bishop's place.

W the queen in her king's bishop's 3d square.

B the queen's knight in her bishop's 3d square.

W the queen in her rook's 3d square, and

gives a check.

B the queen's knight covers at his king's 2d fquare.

W the queen's bishop in his queen's 2d square.

B the knight takes the pawn in the white king's 4th square.

W the queen's bishop in his queen's knight's 4th square.

B the queen in her king's 4th fquare.

W the king in his bishop's place.

B the queen's bishop's pawn, 2 moves.

W the queen's bishop in his king's place.

B the queen's bishop in his king's 3d square.

W the king's bishop in his queen's 3d square.

B the king takes the white pawn.

W the queen's knight in her bishop's 3d square.

B the knight gives a check in the white king's knight's 3d square.

W the queen's bishop takes that black knight.

B the pawn takes the white queen's bishop.

W the knight in his king's 4th square.

B the queen's rook in his king's bishop's place.

W the queen's rook in his king's place.

B the king in his knight's place. And the players may finish the game.

A GAMBET, which varies in 5 Games.

GAME X1.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's bishop in his queen's bishop's 4th square.

B the queen gives a check in the white king's rook's 4th square.

W the king moves in his bishop's place.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the king's knight in his bishop's 3d square.

B the queen in her king's rook's 4th square.

W the queen's knight in his bishop's 3d square.

B the king's knight in his king's 2d fquare.

W the king's rook's pawn, 2 moves.

B the king's rook's pawn, I move.

W the king in his knight's place.

B the king's knight's pawn, I move.

W the king's knight in his king's place.

B the double pawn moves in the white king's bishop's 3d square.

W the king's knight's pawn takes it.

B the king's knight's pawn takes the white pawn.

W

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W the king's knight takes the black pawn.

B the queen's bishop in the white king's knight's 4th square.

W the king's bishop in his king's 2d square.

B the queen's rook's pawn, 1 move. And the players may finish the game.

Second Opening for the same GAMBET. GAME XII.

HITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's bishop in his queen's bishop's 4th square.

B the queen gives a check in the white king's rook's 4th square.

W the king moves in his bishop's place.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the king's knight in his bishop's 3d square,

B the queen in her king's rook's 4th square.

W the queen's knight's pawn, 1 move.

B the king's bishop in his king's knight's 2d square.

W the queen's bishop in his knight's 2d square.

B the king's rook's pawn, 1 move. And the players may finish the game.

Third Opening for the same GAMBET. GAME XIII.

WHITE, the king's pawn, 2 moves.

BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's bishop in his queen's bishop's 4th square.

B the queen gives a check in the white king's rook's 4th fquare.

W the king moves in his bishop's place.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the queen's knight in her bishop's 3d square.

B the king's-bishop in his knight's 2d square.

W the queen's knight in the black queen's 4th square.

B the king in his queen's place.

W the king's knight in his bishop's 3d square.

B the queen in her king's rook's 4th square.

And the players may finish the game.

Fourth Opening for the Same GAMBET. GAME XIV.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's bishop in his queen's bishop's 4th square.

B the queen gives a check in the white king's rook's 4th square.

W the king moves in his bishop's place.

B the queen's pawn, I move.

W the queen's pawn, two moves.

B the king's knight's pawn, 2 moves.

W the queen in her king's bishop's 3d square.

B the queen's knight in her bishop's 3d square.

W the king's knight's pawn, I move.

B the queen in her king's rook's 3d square.

W the king's knight's pawn takes the black, pawn.

B the queen's knight takes the white queen's pawn.

W the queen in her 3d square.

B the queen in her king's bishop's 3d square.

W the king's bishop's pawn, I move.

B the queen's knight in her bishop's 3d square.

W the queen's knight in her bishop's 3d square.

B the queen's knight in her king's 4th square.

And the players may finish the game.

Fifth Opening for the same GAMBET.

WHITE, the king's pawn, 2 moves.
BLACK, the fame, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's bishop in his queen's bishop's 4th square.

B the queen gives a check in the white king's rook's 4th fquare.

W the king moves in his bishop's place.

B the queen's pawn, I move.

W the queen's pawn, two moves.

B the king's knight's pawn, 2 moves.

W the queen in her king's bishop's 3d square.

B the queen's bishop in the white king's knight's 4th square.

W the queen in her knight's 3d square.

And the players may finish the game.

Another Opening of another GAMBET.

GAME XVI.

WHITE, the king's pawn, 2 moves.

BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

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W the king's knight in his king's bishop's 3d square.

B the queen's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the king's bishop in his queen's bishop's 4th square.

B the king's rook's pawn, 1 move. W the king's rook's pawn, 2 moves.

B the king's bishop in his king's knight's 2d square. And the players may finish the game.

Second Opening for the fame GAMBET. GAMB XVII.

WHITE, the king's pawn, 2 moves.

BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his bishop's 3d square.

B the queen's knight in her bishop's 3d square.

W the king's bishop in his queen's bishop's 4th square.

B the queen's pawn, I move.

W the king's bishop in the black queen's knight's 4th square.

B the queen's bishop in his queen's 2d square.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the king's rook's pawn, 2 moves.

B the king's knight's pawn, I move.

W the king's knight in the black king's knight's 4th square.

B the king's rook's pawn, 1 move. And the players may finish the game.

Third Opening of the same GAMBET.

WHITE, the king's pawn, 2 moves.
BLACK, the same, 2 moves.

W the king's bishop's pawn, 2 moves.

B the king's pawn takes it.

W the king's knight in his king's bishop's 3d fourre.

B the queen's pawn, I move.

W the queen's pawn, 2 moves.

B the king's knight's pawn, 2 moves.

W the king's rook's pawn, 2 moves.

B the king's bishop in his king's 2d square.

W the king's rook's pawn takes the black pawn.

B the king's bishop takes the white pawn.

W the king's bishop in his queen's bishop's 4th square.

B the queen's knight in her bishop's 3d square.

W the queen's knight in her bishop's 3d square.

B the queen's bishop in the white king's knight's 4th square.

W

W the queen's knight in the black queen's 4th square.

B the king's knight in his bishop's 3d square.

W the queen's knight takes the black pawn in his king's bishop's 4th square.

B the king's knight takes the white king's pawn.

W the queen in her king's 2d square.

B the king in his queen's 2d square.
And the players may finish the game.

The Queen's GAMBET, which gives a Pawn, with a design to catch her adversary's Queen's Rook; and it varies in 2 or 3 ways in the same view. GAME XIX.

HITE, the queen's pawn, 2 moves.

BLACK, the same, 2 moves.

W the queen's bishop's pawn, 2 moves.

B the queen's pawn takes it.

W the king's pawn, 2 moves.

B the queen's knight's pawn, 2 moves.

W the queen's bishop in his king's bishop's 4th square.

B the king's pawn, I move.

W the queen's knight in her bishop's 3d square.

B the queen's rook's pawn, I move.

W the queen's rook's pawn, 2 moves.

B the queen's knight's pawn, 1 move.

W the queen's knight in his place.

B the queen's knight in her bishop's 3d square.

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W the king's knight in his bishop's 3d square.

B the queen's knight in her rook's 4th fquare.

W the queen's knight in his queen's 2d fquare.

B the queen's bishop in her knight's 2d square.

W the king's bishop in his king's 2d square.

B the king's knight in his bishop's 3d iquare.

W the king's pawn, 1 move.

B the king's knight in his queen's 4th square.

W the queen's bishop in the king's knight's 3d square.

B the double pawn in the white queen's bifhop's 3d fquare. And the players may finish the game.

Opening that gives no Pawns at the 2d move.
i. e. Close Game. GAME XX.

WHITE, the king's pawn, 2 moves.

BLACK, the fame, 2 moves.

W the king's bishop in his queen's bishop's 4th square.

B the king's bishop in his queen's bishop's 4th square.

W the queen's bishop's pawn, 1 move.

B the queen's bishop's pawn, 1 move.

W the queen's pawn, 2 moves.

B the king's pawn takes the white pawn.

W the queen's bishop's pawn takes the black pawn.

B

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B the king's bishop moves in his queen's knight's 3d square.

W the queen's knight in her bishop's 3d

B the king's knight in his king's 2d square.

W the queen's bishop in the black king's knight's 4th square.

B the king's bishop's pawn, 1 move.

W the queen's bishop in his king's rook's 4th square.

B the queen's pawn, 2 moves.

W the king's pawn takes it.

B the queen's bishop's pawn takes the white pawn.

W the king's bishop in his queen's knight's 3d square,

B the king castles.

W the king's knight in his king's 2d square.

B the queen's knight in her bishop's 3d square.

W the king castles.

B the queen's bishop in her king's 3d square.

W the king's bishop's pawn, 2 moves.

B the king's knight in his bishop's 4th square.

W the queen's bishop in his king's bishop's 2d square,

B the king's rook's pawn, 1 move. And the players may finish the game.

CLOSE-GAME. GAME XXI.

WHITE, the king's pawn, 2 moves.
BLACK, the fame, 2 moves.

W the queen's bishop's pawn, I move.

B the queen's bishop's pawn, 2 moves.

W the king's bishop in his queen's bishop's 4th square.

B the queen's pawn, I move.

W the king's knight in his king's 2d square.

B the queen's bishop in her king's 3d square.

W the king's bishop takes it.

B the king's bishop's pawn takes the white bishop.

W the queen in her knight's 3d square.

B the queen in her second square.

W the king's bishop's pawn, 2 moves.

B the queen's knight in her bishop's 3d square.

W the king castles.

B the king's knight in his bishop's 3d fquare.

W the queen's pawn, I move.

B the king's bishop in his king's 2d square.

W the queen's bishop in her king's 3d square.

B the king castles in his queen's bishop's place. And the players may finish the

game.

V

F

W

B

B

Opening for the CLOSE-GAME. XXII.

7 HITE, the king's pawn, 2 moves. BLACK, the fame, 2 moves. W the king's bishop in his queen's bishop's

4th Iquare.

B the king's knight's pawn, I move.

W the queen's pawn, I move.

B the king's bishop in his knight's 2d fquare.

W the queen's knight in her bishop's 3d square.

B the queen's pawn, 1 move.

W the king's knight in his king's 2d square.

B the queen's bishop's pawn, I move.

W the queen's bishop in her king's 3d square.

B the queen's bishop in her king's 3d fquare.

W the king's bishop in his queen's knight's 3d square.

B the king's knight in his bishop's 3d square.

W the king castles.

B the king castles.

W the king's bishop's pawn, 2 moves.

B the queen's bishop takes the white king's bishop.

W the queen's rook's pawn takes the black

bishop.

B the queen's knight in her rook's 3d fquare. And the players may finish the game.

Another

Another Close-Game, XXIII. that give no Pawn at the 2d move.

B LACK, the king's pawn, 2 moves.

B the king's bishop in his queen's bishop's

4th square.

W the queen's bishop's pawn, I move. B the queen's bishop's pawn, I move.

W the queen's pawn, 2 moves.

B the king's pawn takes that pawn.

W the queen's bishop's pawn takes it.

B the king's bishop in his queen's knight's 3d square.

W the king's bishop's pawn, 2 moves.

B the king's knight in his king's 2d square.

W the queen's knight in her bishop's 3d square.

B the queen's pawn, 2 moves.

W. the king's pawn, I move.

B the king castles.

W the king's knight in his bishop's 3d square.

B the queen's bishop in the white king's knight's 4th square.

W the king's bishop in his king's 2d square.

B the king's bishop's pawn, 2 moves.

W the king castles.

B the queen's knight in his queen's 2d fquare.

W the queen's bishop in her king's 3d square.

B

B the queen's bishop's pawn, I move.

W the queen's pawn takes it.

B the queen's knight takes the white pawn in her bishop's 4th square.

W the queen's knight takes the black queen's

pawn.

B the queen takes the white queen's knight.

W the queen takes the black queen.

B the king's knight takes the white queen.

W the king's bishop in his queen's bishop's 4th square.

B the queen's rook in his queen's place.

W the queen's rook in his queen's place. And the players may finish the game.

CLOSE-GAME. GAME XXIV.

BLACK, the king's pawn, 2 moves.
WHITE, the same, 2 moves.

B the queen's bishop's pawn, 1 move.

W the king's bishop in his queen's bishop's 4th square.

B the queen's pawn, 2 moves.

W the king's pawn takes it.

B the queen's bishop's pawn takes the white pawn.

W the king's bishop in his queen's knight's

3d fquare.

B the queen's knight in her bishop's 3d square.

W the queen's pawn, I move.

B

B the queen's bishop in her king's 3d square.

W the king's knight in his bishop's 3d square.

B the king's bishop in his queen's 3d square.

W the king castles.

B the king's rook's pawn, 2 moves.

W the queen's knight in her bishop's 3d square.

B the king's bishop in his queen's bishop's 2d square.

W the queen's rook's pawn, 2 moves.

B the king's knight in his bishop's 3d square.

W the queen's knight in his king's 2d square.

B the king's knight in the white king's knight's 4th square.

W the king's rook's pawn, 1 move. B the queen in her king's 2d square.

W the king's rook's pawn takes the black knight.

B the king's rook's pawn takes the white pawn.

W the king's knight in his king's place.

B the queen in the white king's rook's 4th fquare. And the white loses by useless moves.

CLOSE-GAME. XXV.

HITE, the queen's pawn, 2 moves.

Black, the same, 2 moves.

W the king's pawn, I move.

B the queen's bishop in his king's bishop's 4th square. W

W the queen's bishop's pawn, 2 moves.

B the king's pawn, 1 move.

W the queen's rook's pawn, I move.

B the queen's bishop takes the white queen's knight.

W the queen's rook takes the black queen's bishop.

B the queen's bishop's pawn, 1 move.

W the king's knight in his bishop's 3d square.

B the king's knight in his bishop's 3d square.

W the king's bishop in his king's 2d square.

B the queen's knight in her 2d square.

W the queen's knight's pawn, 2 moves.

B the queen's pawn takes the white pawn.

W the king's bishop takes the black pawn,

B the king's bishop in his queen's 3d square.

W the queen's knight's pawn, 1 move.

B the king castles.

W the king castles.

B the king's rook's pawn, I move.

W the rook in his king's place.

B the queen's knight in his 3d square.

W the king's bishop in his queen's 3d square.

B the queen's bishop's pawn takes the white pawn.

W the queen's rook takes the black pawn.

B the king's knight in his queen's 4th square.

W the queen's rook in her knight's 3d square.

B the queen in her bishop's 2d square.

W the king's pawn, I move.

B the king's knight in the white queen's bishop's 3d square.

W the queen in her bishop's 2d square.

B the king's knight in the white queen's rook's 4th square.

W the queen in her 2d square.

B the knight in his queen's 2d square.

W the king's pawn, I move.

B the bishop in his king's 2d square.

W the king's bishop in the queen's knight's place.

B the king's rook in his queen's bishop's place.

W the queen in her 3d square.

B the king's knight in his bishop's place.

W the queen's bishop in his king's 3d square.

B the king's knight in his queen's knight's 3d square.

W the king's rook's pawn, I move.

B the queen in the white queen's bishop's 4th square. And the players may finish the game.

CLOSE-GAME. XXVI.

B LACK, the king's pawn, 2 moves.

B the queen's pawn, 2 moves.

B the queen's pawn, 2 moves.

W the same, 2 moves.

B the king's pawn, 1 move.

W the queen's bishop's pawn, 2 moves.

 \mathbf{B}

B the queen's bishop's pawn, 1 move.

W the queen's knight in her bishop's 3d square.

B the queen's bishop in his king's 3d square.

W the queen's bishop's pawn, 1 move. B the king's knight's pawn, 1 move.

W the king's knight in his king's 2d square.

B the king's bishop in his king's rook's 3d square.

W the king's knight's pawn, 1 move.

B the king's knight in his bishop's 3d square.

W the king's bishop in his knight's 2d square.

B the queen's knight in her rook's 3d square.

W the queen's rook's pawn, 1 move.

B the king castles.

W the king's rook's pawn, 2 moves.

B the king's knight in the white king's knight's 4th square.

W the king's knight in his bishop's 4th square.

B the king's bishop takes the white knight.

W the king's pawn takes the black king's bishop.

B the king's rook's pawn, 2 moves.

W the queen's bishop in her king's 3d square. And the players may finish the game.

SITUATION of a concealed move, in which the White wins by the moves, tho' inferior as to the number of Pieces. GAME XXVII.

WHITE, the king in his bishop's place:
a bishop in his queen's place.
the queen's knight in his 3d square.
the other knight in his queen's rook's 4th square.
a rook in the black queen's rook's 3d square.
the queen in the black king's 3d square.
a pawn in the king's knight's 2d square.
a pawn in the king's rook's 3d square.
a pawn in the king's bishop's 4th square.
a pawn in the white queen's 4th square.
a pawn in the black king's 4th square.

Situation of the Black for the same.

Black, the king's in his queen's place.

a rook in his king's place.

a rook in his queen's bishop's place.

a knight in his king's bishop's 2d square.

a bishop in the queen's rook's place.

a bishop in the queen's bishop's 2d square.

a pawn in the king's 2d square.

a pawn in the queen's 3d square.

a pawn in the king's bishop's 4th square.

a pawn in the white king's rook's 4th square.

a pawn in the white king's knight's 3d fquare. Black,

Black, the queen in the white king's 3d square. And the white must play the first.

White, the queen gives a check in the black queen's 2d square.

Black, the king takes the queen.

W a knight gives a check in the black queen's bishop's 4th square.

B the king in his queen's place.

W the same knight gives a check in the black king's 3d square.

B the king in his queen's 2d square.

W the other knight gives a check in the black queen's bishop's 4th square.

B the queen's pawn takes the knight.

W the bishop gives a check in his queen's rook's 4th square.

B the white bishop covers.

W the bishop takes it, and gives a check.

B the king takes the white knight.

W the queen's pawn gives a cheek, and mate.

And it would be the same, if the black pawn takes the knight that gives the first check.

Another SITUATION of the latter end of a Game. XXVIII.

WHITE, the king in the black king's bishop's place.

I 5

White,

White, the queen's rook in his queen's place.

the king's rook in his king's bishop's place.

the king's knight in his king's bishop's

3d square.

the king's pawn in his king's 4th square.

Black, the king in his 3d square.

the king's pawn in his king's 4th square. the queen in the white queen's rook's 4th square.

the queen's rook in his queen's knight's

2d square.

the queen's knight in her bishop's 3d square. the king's knight in his king's rook's 3d square.

the king's rook in his king's knight's 3d

fquare.

the queen's rook's pawn in his rook's square. the queen's knight's pawn in his queen's knight's 3d square.

And the white must play in three moves, will give a check, and mate to the black king.

White, the king's knight gives a check in the white king's knight's 4th square.

Black, the rook takes the white knight.

W the king's rook gives a check in the black king's bishop's 3d square.

B the king takes the white rook.

W the queen's rook gives a check, and mate in the black queen's 3d fquare.

SITUATION of the latter end of another Game, XXIX.

LACK, the king in his queen's place. the queen's rook in his place. the king's rook in his queen's bishop's 4th square.

White, the king in the black queen's 3d fquare. the king's rook in his 3d square. The black to play.

Black, the king's rook in his 4th square.

W the rook takes the black king's rook.

B the queen's rook gives a check in his 3d square.

W the king in the black king's 4th fquare.

B the queen's rook gives a check in his 4th. fquare. And wins the game in taking. the white rook.

SITUATION of a concealed move, and the Knight gives mate. GAME XXX.

place.

the queen in the black queen's rook's place.

the queen's rook in his place.

the king's rook in his king's place.

a knight in his queen's 2d square.

the king's rook's pawn in his place.

the king's knight's pawn in his place.

the queen's knight's pawn in his place.

Black, the king in his knight's place.

the queen in her king's 2d square.

a knight in the white king's knight's 4th square.

the king's bishop in his place.

the king's rook's pawn in his place.

the king's knight's pawn in his place.

the queen's knight's pawn in his 3d square.

The black to play.

Black, the queen gives a check in her bishop's 4th square.

W the king in his rook's place.

B the knight gives a check.

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W the king in his knight's place.

B the knight gives a check in the white king's rook's 3d square.

And

And the check is double by the queen.

White, the king in his rook's place.

Black, the queen gives a check in the white king's knight's place.

W the rook takes the black queen.

B the knight gives a check, and mate in the white king's bishop's 2d square.

Setuation to give a check, and mate with a Knight and a Bishop, in which the Bishop must be of the same colour as the corner of the Chequer, to carry the King alone in it.

Game XXXI.

HITE, the king in his rook's place.
Black, king in the white king's bishop's 3d square.

the knight in the white king's rook's 3d

fquare.

the bishop in the white king's knight's 3d square.

. And the black to play.

Black, the knight gives a check in the white king's bishop's 2d square.

White, the king in his knight's place.

B the bishop in the white king's bishop's 4th square.

W the king in his bishop's place.

B the bishop in the white king's rook's 2d square.

W the king in his place.

B the knight in the white king's 4th fquare.

W the king in his bishop's place.

B the knight gives a check in the white queen's 2d square.

W the king in his place.

B the king in the white king's 3d fquare.

W the king in his queen's place.

B the king in the white queen's 3d square.

W the king in his place.

B the bishop gives a check.

W the king in his queen's place.

B the bishop in the white king's bishop's 2d square.

W the king in his queen's bishop's place.

B the knight in the white queen's bishop's 4th square.

W the king in his queen's place.

B the knight gives a check in the white queen's knight's 2d square.

W the king in his bishop's place.

B the king in the white bishop's 3d square.

W the king in the knight's place.

B the king in the white knight's 3d fquare.

W the king in the bishop's place.

B the bishop gives a check in the white king's 3d square.

W the king in the knight's place.

B the bishop in the white queen's 2d w

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W the king in his queen's rook's place.

B the knight in the bishop's 4th square.

W the king in his knight's place.

B the knight gives a check in the rook's 3d square.

W the king in the rook's place.

B the bishop gives a check, and mate.

This game varies according to the Situation of the king alone.

GAME of 3 Pawns against 3 Pawns, in which he who plays first must win by force.

GAME XXXII.

SITUATION, viz.

B LACK, the king in his place.

a pawn in the queen's rook's 2d fquare.

a pawn in the queen's knight's 2d fquare.

a pawn in the queen's bishop's 2d fquare.

White, the king in his queen's place.

a pawn in his king's rook's 2d square.

a pawn in his king's knight's 2d square.

a pawn in his king's bishop's 2d square.

Black, the rook's pawn, 2 moves.
White, the same, 2 moves.
B the king in his bishop's 2d square.

W the rook's pawn, 1 move.

B. the king in his knight's 2d square.

W the knight's pawn, 2 moves.

B the king in his rook's 3d square.

W the bishop's pawn, 2 moves.

B the rook's pawn, I move.

W the king in his queen's bishop's 2d fquare.

B the knight's pawn, 2 moves.

W the king in the queen's knight's 2d fquare.

B the knight's pawn, I move.

W the king in the rook's 2d square.

B the rook's pawn, I move.

W the bishop's pawn, I move.

B the king in his knight's 4th square.

W the king in his queen's knight's 3d

B the bishop's pawn, 2 moves.

W the king in the rook's 2d fquare.

B the bishop's pawn, I move.

W the king in the knight's place.

B the bishop's pawn, I move.

W the king in the bishop's place.

B. the rook's pawn, I move.

W the king in the bishop's 2d square.

B the rook's pawn makes a queen, &c.

SITUATION

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SITUATION for the drawing GAME of the same above. XXXIII.

BLACK, the queen's rook's pawn in the white queen's rook's 3d square.

a pawn in the white queen's knight's 4th

fquare.

a pawn in his queen's bishop's 2d square. and the king in his knight's 3d square.

White, a pawn in the black king's rook's 3d fquare.

a pawn in the black king's knight's 4th

square.

a pawn in his king's bishop's 2d square. and the king in his queen's knight's 3d square.

And those that shall play first, their bi-

shop's pawn will lose the game.

And he that played the first, if his king is obliged to fall back, he must do it in the rook's move; because if he does it as the bishop, he will lose the game. This game may be played in two or three ways.

SITUATION of the Game named PATT.

WHITE, the king in the black queen's knight's place.

the queen in her king's bishop's place.

a rook in the black queen's knight's 4th

fquare.

the king's knight in his 3d square. the king's rook's pawn in his place.

Black, the king in the white king's rook's 4th fquare.

the queen in her king's knight's 2d square.

a pawn in the white king's rook's 3d fquare.

a pawn in the white king's knight's 4th fquare.

The black to play.

Black, the queen gives a check in her bishop's 2d square.

White, the king in the black queen's rook's place.

B the queen gives a check in her rook's 2d fquare.

W the king takes the black queen.

And the white loses the game, the black king being Patt; and a rook often makes a drawing game.

A Game

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A Game won by the PATT, if the contrary King will binder the Pawn to go to a Queen. XXXV.

SITUATION.

WHITE, the king in his bishop's 4th square.

Black, the king in the white king's rook's 4th square.

the king's rook's pawn in his place.

And the black to play.

Black, the pawn, 2 moves.

White, the king in his bishop's 3d square.

B the king in the white king's rook's 3d square.

W the king in his bishop's 2d square.

B the king in the white rook's 2d fquare.

W the king in his bishop's 3d square.

B the pawn, 1 move.

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W the king in his bishop's 2d square.

B the king in the white rook's place.

W the king in his bishop's place.

B the pawn, I move.

W the king in his bishop's 2d square.

B the pawn, I move.

W the king where he pleases, and the white loses.

The end of a Game, where the Pawn has but I move to go to a Queen. XXXVI.

SITUATION.

BLACK, the king in the white king's rook's place.

a pawn in the white king's bishop's 2d fquare.

White, the king in the black king's 4th fquare.
the queen in her 2d fquare.

And the white to play.

White, the king in his bishop's 4th square. Black, the pawn goes to a queen, and gives a check.

W the king in his knight's 3d square.

B the queen gives a check in the white king's knight's place.

W the king in his rook's 3d square.

B the queen gives a check in the white king's 3d square.

And if the white queen takes the black queen, it loses the game by the Patt.

Another

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Another Game in the same SITUATION. XXXVII.

WHITE to play, the king in his bishop's 4th square.

BLACK, the king in the white knight's place.

W the king in his knight's 3d square.

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B the pawn makes a knight, and gives a check both to king and queen.

For the same game. If the black king lies in the white knight's place, the white will win the game.

White, the king in his bishop's 4th square.
Black, the pawn makes a queen, and gives a check.

W the king in his knight's 3d fquare.

And the black loses.

Another Game, in which a Knight gives a check and mate in few moves by force. XXXVIII.

SITUATION.

BLACK, the king's knight's pawn in his place.

the king's rook's pawn in the white king's rook's 3d square.

Black, the king in the white king's rook's 2d fquare.

White, the king in his bishop's 2d square.

a knight in the black king's knight's place.

And the black is to play.

Black, the knight's pawn, 2 moves.

W the knight in the black king's bishop's 3d square.

B

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W

B the king in the white rook's place.

W the knight in his king's knight's 4th square,

B the rook's pawn, I move.

W the knight in his king's 3d square.

B the knight's pawn, I move.

W the knight in his king's bishop's place.

B the knight's pawn gives a check.

W the knight takes that pawn, and gives a check, and mate.

SITUATION of a concealed move.

WHITE, the king in his knight's place.

the king's rook in his place.

the queen in the 3d square of the black queen's bishop.

a bishop in the 4th square of the black queen's knight.

a knight in the black king's knight's 3d square.

a knight in his king's bishop's 2d square.

a pawn

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White, a pawn in the black queen's rook's fquare.

a pawn in the white queen's bishop's 4th

fquare.

a pawn in his king's knight's 3d square. the king's rook's pawn in his place.

Black, the king in his queen's bishop's place. the queen in her king's knight's 4th square. a rook in the white king's 2d square.

a knight in the white king's knight's 4th

square.

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the queen's bishop's pawn in his place. the queen's knight's pawn, 1 move. the king's bishop's pawn, 2 moves. the king's pawn in the white king's 4th square.

The black to play.

Black, the rook gives check.

White, the king in his knight's 2d fquare.

B the knight gives check in the white king's 3d square.

W the king in his rook's 3d square.

B the queen gives check in her king's rook's 4th square.

W the knight covers.

B the queen gives check in the white king's knight's 4th square.

W the knight takes the black queen.

B the pawn takes the white knight, and gives mate.

SITUATION of the 2d concealed move.

HITE, the king in his knight's place.

the queen in her rook's 4th square.

a rook in his king's place.

a rook in his queen's 2d square.

a knight in the black queen's 4th square.

a bishop in his king's bishop's 4th square.

a pawn in the black queen's bishop's 4th square.

the king's bishop's pawn in his place.

the king's knight's pawn, 1 move.

Black, the king in his queen's knight's place. the queen in the white king's rook's 3d

fquare.

a rook in the queen's bishop's place.
the king's rook in his 2d square.
the king's knight in his 2d square.
the queen's knight in her bishop's 2d square.

a bishop in the white king's bishop's 3d

fquare.
a pawn in the white king's 4th fquare.
the queen's rook's pawn in his place.
the queen's knight's pawn in his place.
And the white to play.

n

White, the bishop takes the black knight and giveth check.

Black, the queen's rook takes the faid knight.

W the queen takes the black queen's rook's pawn, and gives check.

B the king takes the white queen.

W the rook that stands in his king's place gives check.

B the king in his queen's knight's place.

W the same rook gives check in the black queen's rook's place.

B the king takes it.

W the knight gives check in the black queen's knight's 3d square.

B the king in his queen's knight's place.

W the rook gives check in the black queen's place.

B the king in his queen's rook's 2d square.

W the rook gives mate in the black queen's rook's place.

To find out expeditiously the Situation of these fort of games, you must put both kings in their places, and change them where it is necessary, after the white and black men are posted.

THE

CITY GAMESTER:

PART II.

WHIST,*

(Vulgarly called WHISK.)

HIS is a very ancient Game among us; and is faid to be the Foundation of all the English Games upon the Cards.

Very few Persons play correctly at it; though there are many Pretenders, who are the easiest to be made, and generally are made, the greatest Bubbles.

Considerable Sums of Money are played away at this Game; which has put Sharpers upon Inventions to deceive and cheat unwary Players, as will be shewed in the Sequel.

Formerly

^{*} The Original Denomination of this Game, is Whist: Or, The Silent Game at Cards.

Formerly it was usual to deal 4 Cards together; but it is demonstrable there is no Safery in that Method; but now the Cards are dealt round I and I at a Time, as the

fecurest and best Way.

In playing your Cards you must have Recourse altogether to your own Judgment; and tho' you have but mean Cards in your Hand, yet you may (by observing the Course of the Cards) play them fo suitable to those in your Partner's Hand, that he may either trump them, or play the best of that Suit on the Board.

You ought to have a strict Eye on what Cards are played out, that you may know by that Means either what to play, if you lead, or how to trump fecurely and advantagiously. Renouncing, or not following Suit when you have it in your Hand, is very foul Play; and he that doth it, ought to forfeit 1, or the Game upon a Game, and he that lofeth Dealing, loseth 1, or a Trick, as you make it.

At Ruff and Honours, by some called Slam, you have in the Pack all the Duces, and the Reason is, because 4 Persons playing, having dealt 12 a-piece, there are 4 left for the Stock. the uppermost whereof is turned up, and that is Trumps. He who hath the Ace of Trumps Ruffs, that is, he takes in those 4 Cards, and lays out 4; the 4 Honours are the Ace, King, Queen, and Knave; he who hath 3 Ho-K 2 nours

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nours in his Hand, his Partner not having the fourth, fets up 8 by Cards, that is, 2 Tricks; if he hath all 4, then 16, that is, 4 Tricks. It is all one, if the two Partners make them 3, or 4 between them, as if one had them. If the Honours are equally divided among the Gamesters of each Side, then they fay Honours are split. If either Side are at 8 Groats, he hath the Benefit of calling, Can ye? If he hath 2 Honours in his Hand, and if the other answers 1, the Game is up, which is 10 in all; but if he hath more than 2 he shews them, which is the fame Thing; but if he forgets to call, after playing a Trick, he lofeth the Advantage of calling for that Deal.

All Cards are of Value as they are superior one to another, as a 10 wins a 9, if not Trumps; so a Queen a Knave, in like Manner; but the least Trump will win the highest Card of any other Card: Where, note, the

Ace is the highest.

Some play at two handed, or three-handed Wbist. If three-handed, always two strive to suppress and keep down the rising Man. They deal to each 12 a-piece, and the Trump is the bottom Card. The Manner of crasty playing, the Number of the Game 10, Honours and Dignity of other Cards are all alike; and he that wins most Tricks is most forward to win the Set.

He

He that can by Crast overlook his Adversary's Game, hath a great Advantage; for by
that Means he may partly know what to play
securely; or if he can have some petty
Glimpse of his Partner's Hand. There is a
Way by making some Sign by the Fingers,
to discover to their Partners what Honours
they have, or by the Wink of one Eye, it
signifies I Honour, shutting both Eyes 2;
placing 3 Fingers, or 4 on the Table, 3 or
4 Honours. For which Reasons all nice

Gamesters play behind Curtains.

Dealing the Cards out by 1 and 1 round, to each Person, is the best Method of putting it out of the Dealer's Power to impose on you. But we shall demonstrate, that, deal the Cards which way you will, a Confederacy of two Sharpers will beat any two Persons in the World, tho' ever so good Players, that are not of the Gang, or in the Secret; and Three Poll One is as safe and secure, as if the Money was in their Pockets. All which will appear presently. The first necessary Instructions to be observed at Whisk, as Principals of the Secret, which may be likewise transferred to most other Games at Cards, are

Brief Cards,
Corner-bend,
Middle-bend, (or King ston-Bridge.)

K 3

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Of Brief Cards there are two Sorts: One is a Card longer than the rest; the other, is a Card broader than the rest.

The long Sort are such as 3, 4, 5, 6, 7, 8 and 9; the broad Sort are such as Aces, Kings, Queens, and Knaves. The Use and Advantage of each are as follows.

EXAMPLE.

When you cut the Cards to your Adversary, cut them long, or, end-ways, and he will have a 3, 4, 5, 6, 7, 8 or 9 at Bottom. When your Adversary cuts the Cards to you. put them broad-fide to him, and he will naturally cut (without ever suspecting what you do) Ace, King, Queen or Knave, &c. which is fufficient Advantage to secure any Game. It is a fine Manner, especially in the old Bett. that the Dealer does not fcore 2 that Deal, fince shuffling is of no Signification here. And in case you cannot get Cards of proper Sizes ready made to mix with others, you may shave them with a Razor or Penknife from the Threes to the Nines each Side. and from the Aces to the Knaves each End; then put them up in the same Case or Cover, and if they are done as they ought to be, they will pass upon any Body. As Whisk is a Tavern Game, the Sharpers generally take Care to put about the Bottle before the Game begins,

begins, fo quick, that a Bubble cannot be faid to fee clearly, even when he first begins to play.

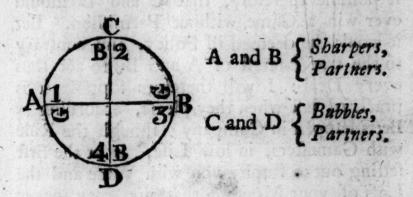
The next is the Corner-bend, which is 4 Cards turned down finely at one Corner, a

Signal to cut by.

The other is vulgarly called King ston-Bridge, or the Middle-Bend: It is done by bending your own or Adversary's Tricks two different Ways, which will cause an Opening or Arch, in the Middle, which is of the same Use and Service as the other two Ways, and only practised in its Turn to amuse you.

The next Thing to be confidered is, who deals the Cards, you or your Adversary, because that is a main Point, and from whence your Advantage must arise: Sup-

pose for Example.



After a Deal or two is formally played, A and B will begin to operate in the following Manner:

K 4

When

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When A or B are to deal, they observe (the preceding Deal) to take up the Tricks thus:

1. A bad Card. 2. A good Card. 3. A bad Card. 4. A good Card.

[Meaning the best and worst that fall in that List.]

When C or D deals, they must be taken up thus:

1. A good Card. 2. A bad Card. 3. A good Card. 4. A bad Card.

By this Rule it is very plain, that the best Cards fell to A and B every Deal. How is it possible therefore, that C and D should ever win a Game without Permission. But it would be deemed ill Policy, and contrary to the true Interest of A and B, to act thus every Deal: I will therefore suppose it is practifed just when they please, according as Betts happen in Company; though the Rule with Gamesters, in low Life, is at the first fetting out to stupify you with Wine and the Loss of your Money, that you may never come to a perfect Understanding of what you are doing. It may be truly faid, that many an honest Gentleman has been kept a Month

Month in such a Condition by the Management and Contrivance of a Set of Sharpers.

Now you may imagine it not in the Power of A and B to cause the Tricks to be taken up after the Manner aforesaid; but there is nothing so easy or so frequently practised, especially at Three poll One; for in playing the Cards, the Confederates will not only take Care of their own Tricks, but also of your's; for the Cards may be so played and shoved together in fuch a Manner, as will even cause you to take them right yourself; and if a Trick should lie untowardly upon the Table, A or B will pay you the Compliment of taking it up for you, and fay, Sir, that's your's.

This Operation will the more readily beapprehended by feeing it practifed half a fcore Times; when once you are aware of it, it will otherwise (I may safely say) pass upon any Person that has not been let into the Secret. This being allowed; the next Point

and Difficulty, is to Shuffle and Cut.

I fay, that either A or B are fuch curious Workmen, and can make a sham Shuffle with a Pack of Cards fo artfully, that you would believe they were splitting them, when at the same Time they will not displace a fingle Card from its Order.

Now to cut the Cards, a Bend is prepared for you to cut to, the Middle is best; and it

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is Odds but you unwarily Cut to it; if not, Slip is the Word: But if you have no Opportunity to do that neither, then deal away at all Hazzards, it is but an equal Bett that they come in your Favour; if right, proceed; if otherwise, miss a Card in its Course, and it brings the Cards according to your first Design; it is but giving two at last where you missed; and if that cannot be conveniently done, you only lose the Deal, and there is an End of it.

But when A or B are to cut, they make it all fafe; for then they make the Corner-bend, which any one, that knows, may Cut to, a hundred Times together.

PIPING at WHISK.

By Piping I mean, when one of the Company that does not play (which frequently happens) fits down in a convenient Place to smoke a Pipe, and so look on, pretending to amuse himself that Way. Now the disposing of his Fingers on the Pipe, whilst smoking, discovers the principal Cards that are in the Person's Hand he overlooks; which was always esteemed a sufficient Advantage to win a Game by another Way, viz. Indeed, signifies Diamonds; Truly, Hearts; Upon my Word, Clubs; I assure you, Spades: But as soon as these Methods become known, new ones

ones are invented; and it is most certain, that two Persons may discover to each other what Sort of Cards they have in Hand, and which ought to be first played, many different Ways, without speaking a Word. Talking is not allowed at Whist; the very Word implies, Hold your Tongue.

ALL FOURS.

THIS Game is very much played in Kent, from which County it derives its Original; and the it be but a Vulgar Game, great Sums have been loft at it.

It has its Denomination from 4 Cards, called the Highest, Lowest, Jack, and Game, which is the Set as some play it; but you may make from 7 to 15, or more, if you please; but commonly 11 is up.

But two Persons play at a Time; and they must cut for Dealing; the highest Card deals; who delivers to his Adversary 3 Cards twice, and to himself 3 in like Manner; and having 6 a-piece, he turns up a Card which is Trump; if Jack (which is any Knave) it is 1 to the Dealer.

If he, to whom the Cards were dealt, after looking them over, like them not, he hath the Liberty of begging 1: If the Dealer refuse to give 1, then he deals 3 a piece more; but if he then turns up a Card of the same K 6 Suit.

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Suit, he deals on, till he turns up a Card of another Suit.

Here note, that an Ace is 4, a King is 3, a Queen is 2, a Knave 1, and a Ten is 10.

Now you must play your Cards; not any Method is to be prescribed; it must be according to the Cards you have in your Hand, managed by your Judgment to the best

Advantage.

Having played your Cards, if you are Highest and Lowest of what is Trumps, you reckon 2, if you are only Highest but 1, and the like of Fack and Game. Sometimes you are Highest, Lowest, Jack, and Game; and then you must reckon 4. The Game is he that tells most after the Cards are played; and therefore a Ten is a very fignificant Card; which crafty Gamesters know so well, that they will frequently take out of a Pack of Cards 2 Tens, and hide them contrary to the Knowledge of the other; which is a great Advantage to this foul Player, if he play of the fame Suit as these Tens, he hath abscond. ed; for it must of Necessity secure him from losing the Game.

He who wins Jack, wins I also: And furthermore observe, that for Advantage revoking is allowable, if you have Trumps in

your Hand to trump it.

Some

Some make 31 up at this Game: Then if the Dealer turns up an Ace it is 4, a King 3, a Queen 2, and a Knave 1, a Ten still continuing the best Card.

CRIBBIDGE.

THIS is likewise a Game only played between two Persons. Sixty and one, is the Number up.

Here too the Dealer has an Advantage; and, upon cutting, he who has the least

Card deals.

The Cards are dealt out I by I; the Number 5 a-piece; the Remainder of the Pack (the whole being used) are laid down on the Table.

Each Party plays according to his Discre-

tion, this being a Game of Judgment.

He that deals, makes out the best Cards he can for his Crib; and the other the worst: The Crib consists of 4 Cards, two a-piece, which they lay out upon the Table; and then they turn up a Card from the Pack, and each of them may make use of that Card; and when they have played out their 5 Cards, and set up with Counters their Games, the Crib is the other's the next Deal; and so they take it by Turns.

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The Value of the Cards is thus: Any 15 upon the Cards is 2, whether 9 and 6, 10

and 5, King and 5, 7 and 8, &c.

A Pair is 2, a Pair-Royal 6; a double Pair-Royal 12; Sequences of 3, is 3; Sequences of 4, is 4; Sequences of 5, is 5, &c. and so a Flush of 3, is 3; a Flush of 4, is 4, &c. Knave-Noddy, is one in Hand, and 2 to the Dealer; that is, if you have a Knave of that Suit which is turned up, it is Knave-Noddy. A Pair of Aces, Kings, Queens, Knaves, Tens, &c. is 2, Three Aces, Kings, Queens, &c. is a Pair-Royal; a double Pair-Royal is 4 Aces, 4 Kings, 4 Queens, &c. and

is 12 Games to him who hath them.

Having looked on your Cards, you count your Game after this Manner : Suppose you have in your Hand a 9 and 2 Sixes; after you have laid out 2 Cards for the Crib, which makes you 6 Games, because there is 2 Fifteens and a Pair, by adding your 9 to the 2. Sixes, and if a 6 chance to be turned up, then you have 12 Games in your Hand; for tho' you must not take the turned up Card into your Hand, yet you may make what Use you can of it in counting; so that the 3 Sixes make you 6, being a Patr-Royal, and the 9 added to every 6, makes 3 Fifteens, and 6 more added to the Former, makes 12, which you must fet by with Counters, or otherwise, your Opponent may know what you

you are, tho' you may not fee his Cards, nor he your's: If you think he plays foul by reckoning too much, you may count them

after the Hand is played.

Thus when you have fet up your 12, your Opposite, it may be, hath 4, 5, and 6, in his Hand, that is 3, because of Sequences of Three; then it is 2 more, because it is 4, 5, and 6; again, taking in the counting 6 that is turned up, that is in all 4, then there is 15 and 15; for 4 and 5 is 9, and 6 is 15; and then with the 6 turned up, it is 15 more, which makes 8 Games. This he likewife fets up, keeping his Cards undiscovered. Obferve, he, who does not deal, fets up a in Lieu thereof, and plays first: Suppose it is a 6; if you have a 9 play it, that makes 15, for which fet up 2; the next may play a 4, which makes 19, you a 6, which is 25, and he a 5, that is 30; you being not able to come in, having a 6 in your Hand, he fets up 1, (for it is 31 you aim at in playing the Cards,) because he is most, and 3 for Sequences, 4, 5, and 6, which were his 4, after the 15, your 5 and his 6, and that doth not hinder them from being Sequences, tho' the 6 was played between the 4 and the 5; but if an Ace, 9, King, Queen, or the like, had been played between, they had been no Sequences; so the 3 for the Sequences, and the I for 30 being most (as at One and Thirty) makes

makes him 4, which he must set up to the rest of his Game; and in this playing of the Cards, you may make Pairs, Sequents, Flushes, Fisteens, Pair-Royal, and double Pair-Royal,

if you can, tho' that is rarely feen.

Lastly, you look upon your Crib, that is, the 2 Cards a-piece laid out at first, which is the Dealer's; if he finds no Games in them, nor Help by the Card that was turned up, which he takes into his Hand, then he is bilked, and sometimes it so happens that he is both bilked in Hand and Crib. Thus they play and deal by Turns till the Game of 6 r is up.

Note, If you get the Game before your Adversary is 45, you must then say, I have burched you; and that is a double Game, for whatever you played, whether a lesser, or a

greater Sum.

PUT.

PUT is the ordinary Rooking Game of every Place; and seems, by the sew Cards that are dealt, to have no Difficulty in the Play; but there is great Crast and Cunning in it.

If you play at either two or three-handed Put, the best Put-Card deals. Having shuffled the Cards, the Adversary cuts them; then the Dealer deals i to his Antagonist,

and.

and another to himself, till they have 3 apiece: 5 up, or a Put is commonly the
Game. The Eldest, if he hath a good Game,
and thinks it better than his Adversary's,
Puts to him; if the other will not, or dare
not see him, he then wins 1; but if he will
see him, they play it out, and he who wins
2 Tricks, or all 3, wins the whole Set; but
if each win a Trick, and Third tied, neither
win, because it is Trick and Tye.

Sometimes they play without *Putting*; and then the Winner is he that wins most Tricks. In playing keep up your Cards very close; for the least Discovery of any one of them, is a great Advantage to him who sees it.

This Game consists very much in daring; for a mettled Gamester will Put boldly upon very bad Cards sometimes, as upon a 5, 7, and a 9; the other thinking there are good Cards in his Adversary's Hand, having very indifferent ones in his own, dares not see him; and so by going to Stock, loseth 1. He who once hath the Considence to Put on bad Cards, cannot recal his Putting, by which Means he frequently pays for his Bravado.

The best Put-Cards are, first, the Tray, next the Duce, then the Ace; the rest follow in Preheminence, as King, Queen, Knave, Ten, and so onwards, to the Four, which is the meanest Card at Put.

The

The Cheats at Pur are done after this

For Cutting, to be fure of a good Put-Card, they use the Bent, the Slick, and the Brief-Cards, as we have already observed in Procuer.

L U E.

THIS Game may be played feveral Ways; but we shall infift on the usual

Method only.

You lift for Dealing, and the best Card carries it: As many may play as the Cards will permit; to whom must be dealt 5 a-piece, and then turn up Trump. Now if three, four, five, or six Persons play, they may lay out the Threes, Fours, Fives, Sixes, and Sevens, to the Intent they may not be quickly lued; but if they would have the Lue come fast about, then play with the whole Pack.

Having dealt, fet up 5, either with Chalk, or Counters; and then proceed in your Game.

He who is eldest Hand hath the Privilege of passing by the Benefit thereof, that is, he hath the Advantage of hearing what every one will say, and, at last, may play, or not play, according as he finds his Game good or bad. If the Eldest says he passes, the rest may chuse whether they will play, or no.

Trumps, as at Whist, are the best Cards; all others in like Manner take their Precedency from the Highest to the Lowest.

You must not Revoke; if you do, you pay all on the Table. If you play, and are lued, (that is, win not one Trick) you must lay down to the Stock so much for your 5 Cards, as you played upon every one of them.

Every Deal, rub off a Score; and for every Trick you win, fet up a Score by you, till the first Scores are out, to remember you how many Tricks you have won in the several Deals of the Game.

All the Chalks for the Game being rubbed out, tell your own Scores, and for so many Scores or Tricks which you have won, so much as they were valued at in the Game, so much you must take from the Stock: Thus must every one do according to the Number of Tricks he hath won.

Observe, That he who hath 5 Cards of a Suit in his Hand, lues all the Gamesters then playing, be they ever so many, and sweeps the Board; if there be two lues, he who is eldest Hand hath the Advantage.

As there is Fraud in all Games, so in this; for Example, If one of the Gamesters have 4 of a Suit, and he wants a fifth, he may for that fifth make an Exchange out of his own Pocket, if he be skilled in the cleanly Art

of Conveyance; if that fail, some make use of a Friend, who never fails to do him that kind Office. There are other Frauds to be performed, which we shall omit; since it is not our Business to teach you how to Cheat, but so to play as not to be Cheated.

BRAG.

A T this Game, the whole Pack is dealt round the Table to all who are desirous to share in the Gain and Diversion. As many play at it as the Cards will hold out to supply; he dealing 3 a-piece to each of the Gamesters at one Time, turning up the last Card all round, belonging to every one present.

Each Gamester is to put down 3 Stakes, one for each Card, as much, or as little as the Humours of the Company will consent to; whether 3 Guineas, 3 Crowns, 3 Shillings, 3 Sixpences, or what other Stakes, according to their Qualities and Purposes, is thought convenient: And this being done, the Manner of playing the Game, is as follows:

The best Card turned up in the Dealing round, in its Degree, beginning from Ace, King, Queen, Knave, and so downwards, thro' all the Cards of the Players, wins the first Stake; and the Person who has the Luck

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to have it dealt him, is to demand it from the rest; who pay it accordingly, unless the Ace of Diamonds be turned up amongst them; which if shewn, by a Superior Authority in the Game, is to be preferred, and wins the Stake. And observe, that tho' the Eldest Hand, who has an Ace, carries it from the rest by a kind of Descent, yet the Ace of Diamonds, by the aforesaid Authority, even in the Youngest Hand, which is the last Card that is dealt, wins the Stake from any other

turned up before.

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The next principal Matter, and the main Thing by which the fecond Stake is to be won, is called the Brag, which, by the Ingenuity of its Management, gives the Game its Denomination. The Nature of it is, that you are to endeavour to impose upon the Judgment of the rest who play, and particularly on the Person who chiefly offers to oppose you, by boasting of Cards in your Hand, whether Pairs. Royal, Pairs, or others, that are better than his or her's who plays against you: The best Cards you can have really to brag of, are a Pair-Royal of Aces, the next of Kings, Queens, &c. A Pair-Royal of any Sort winning from any Pair of the best Sort, as a Pair of any Sort wins of any other Cards that are not Pairs.

But here you are to observe, that the witty ordering of this Brag, is the most pleasant Part

Part of the Game; for those who by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes a Pair of Fives, Trays, or Duces, in such a Hand, with the Advantage of his composed Countenance, and subtle Manner of over-awing the other, shall out-brag a much greater Pair-Royal, and win the Stakes with great Applause and Laughter on his Side from the whole Company.

The Knave of Clubs is here, as principal a Favourite, as at Lue, and makes a Pair with any other Card in Hand, or with any other two Cards a Pair-Royal, and is often in this Game very necessary, to advance the Credit of the Brag, to him who has the Assurance of imposing upon the Company; and by such convenient Considence, the Advan-

tage of winning the fecond Stake.

The third Stake is won by the Person who first makes up the Cards in his Hand 31, each Ace, King, Queen, Knave, &c. going for ro, and drawing from the Pack, as is usual in that Game: Or, instead of the 31, if his Fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw, as he pleases, according as he finds it convenient, by the Cards that are in his Hand; for if he draws out, he loses his third Stake.

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Some very nice Players at this Game, make the Nine of Diamonds a second Favourite Card, with the Knave of Clubs, to make a Pair-Royal of Aces; so that those two joined with one natural Ace, shall win from any Pair-Royal of Kings, Queens, Knaves, or any other Cards, but a Pair-Royal of natural Aces.

The Person who is so lucky to win all the 3 Stakes, is to be rewarded by the whole Company of Gamesters round the Table, with 3 Stakes more, if they play the Strictness of the Game; which necessarily makes the Winnings and Losings amount to a considerable Sum of Money. But very often our Modern Gamesters wave this Particular, and out of a decent Regard to their Pockets, content themselves with the Satisfaction of the Pleasure of the Brag, rather than trust to the moommon good Fortune of winning the 3 Stakes, from the rest of the disappointed Company.

The Deal is to go round from Person to Person; and by the different Management of the Brag, you may find very great Diversion, some doing it so aukwardly, with so little Cunning, and so ill an Address, that the Desects or Value of their Game will presently be discovered, whilst others with a more artsal Assurance, and by their subtle Management, will wittily banter and impose upon

their Adversaries, and seldom fail of their

defigned Profit.

It is not fair for any of the Gamesters, that fit near him who makes the Brag, to peep into his Hand, or by any mute Sign or Token to give the Opposer any Knowledge of the Cards that he has in his Hand; because it may chance that the Oppositions, natural to this Game, may draw on a considerable Sum of Money to be staked down, each of the two who are concerned, valuing his own Cards, and lessening those of his Antagonist, as he thinks he has Reason.

A very notable Damage, occasioned by one Person's peeping into another's Hand, I

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once chanced to be a Spectator of.

Some Gentlemen and Ladies were playing at this Game, when one of the Gamesters. who seemed to be very skilful at the Game in general, but more particularly fo, at the fubtle Management of the Brag, and by his artful Method and cunning Manner of Behaviour, had induced his Competitor to believe that he resolved to out-brag him upon very low and infignificant Cards; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise than he imagined, having been dealt 2 natural Aces, and the Knave of Clubs, which, joined with the other 2, made the greatest Pair-Royal that could then possibly be dealt, and consequently proper

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proper to win also the greatest Stake that could be laid; he kept his Countenance demure, and with a Gesture neither overjoyed nor desponding, made a Brag of Half a Crown; the other who had in his Hand a Pair-Royal of Kings, and, as afterwards was discovered. had, thro' the Imprudence of the Dealer. casually seen an Ace or two given about to other Gamesters, thinking himself also as fecure as possible, answers with a Crown; his Antagonist then sets Half a Guinea, and the Oppofer, immediately a whole one, and vying with each other, till the same amounted to Ten Pounds, when as ill Fate, for one of them, would have it, a too curious Impertinent, of the Female Kind, who fat next to him that had the Aces, having a furious Itch upon her to know whether his repeated Brag was upon a fure Foundation, or not, could not forbear covertly peeping into his Hand, and at the View was fo furprized, that on a fudden she, by a violent Shriek, gave the Gamester, with the Pair-Royal of Kings, Warning of his unavoidable Loss, giving him Reason to cease the Brag, and thereby lose the Game.

GLEEK.

DUCES and Trays must be cast out as useless in this Game; then lifting for the

the Deal, the least Card deals. It is played

but by three Persons only. I med and a bist od

The Dealer delivers the Cards by 4, till every one hath 12, and the rest are laid on the Table for the Stock, being in Number 8; whereof 7 are bought, and the Ace is turned up; the turned up Card is the Dealer's; and if it be Tiddy turned up, is 4 appiece from each to the Dealer.

The Ace is called Tib, the Knave Tom, the 4 of Trumps Tiddy; Tib, the Ace, is 15 in Hand, and 18 in Play, because it wins a Trick; Tom the Knave, is 9, and Tiddy is 4, the fifth Towser, and sixth Tumbler; which, if in Hand, Towser is 5, and Tumbler 6, and so double if turned up; and the King and

Queen of Trumps is 3, and both bad in a

The Eldest Hand bids for the Stock, in Hopes of bettering his Game, tho' sometimes it makes it worse: The first Penny you bid is 12, 13, and so on; if at 16, they say, take it, and none will venture more for it: He is bound to take it, that is, taking in 7 Cards, and putting out 7 in their Stead, and must pay besides 8 to one, and 8 to the other of the Gamesters for buying: If any odd Money be given, as 15, 17, or the like, the Eldest Hand usually claims it, or else it is given to the Box; but if he have Murnival, Gleek, or Tiddy in his Hand, after he hath taken in the Stock, he bates for them all, and

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and so possibly may gain by it, if he have a good Hand, and pay for his buying 2.

Observe, if Tib be turned up, it is 15 to the Dealer, in reckoning after Play; but he must not make use of it, in Play, being the Trump-Card; for then it would make him 18, because it wins a Trick, which is 3 more.

Next you speak for the Ruff; and he who hath most of a Suit in his Hand wins it, unless some of the Gamesters have 4 Aces, and then he gains the Ruff, tho you have ever fo many of a Suit in your Hand. If any wins a Ruff and forgets to shew it before a Card is played, he loses it; and he who shews

any for a Ruff after, shall have it.

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The first, or Eldest says, I will vie the Ruff; the next fays, I will fee it, and the third, I will see it and revie it: I will see your Revie, says the first, because he hath as many in his Hand as another; the Middle probably fays, I will not meddle with it; then they shew their Cards, and he who hath most of a Suit, wins a Stake, according to the Game of him that holds out longest, and 4 of the other, who faid he would fee it, but after refused to meddle with it; but if any of the 3 Gamesters declare that they have not any Thing to fay, as to the Ruff, he pays but a Stake; and if the Eldest and Second Hand pass the Ruff, the Youngest hath Power L 2

to double it, and then it is to be played for the next Deal; and if any forgets to call for the double Ruff, it is to be for the next Deal after that.

Sometimes one of the Gamesters, having all of a Suit in his Hand, bids bigb for the Ruff, and the other having 4 Aces, is refolved to bid bigber, so that it sometimes amounts to 16 and more; then I will see it, and revie, saith another; that is 8 to the Winner, and all above is but 2 at a Time, as it may be, they will say, I will see it, and revie it again, and I will see that and revie it again, saith another, for which Seeing and Revieing they reckon but 2 after it is once come to 8; but he who has the 4 Aces carrieth it clearly, as aforesaid.

Buying or Bidding for the Ruff, is when you are in Likelihood to go in for Murnival, Gleek, or Increase of Trumps, that so if you have bad Cards, you may save your Buyings and your Cards too, whereas otherwise you may lose all.

If you call for either Murnival or Gleek, and have laid them out in the Stock, if you are detected, you forfeit double what you receive.

Sometimes out of Policy, or a Vapour, they will vie, when they have not above 30 in their Hands, and the rest may have 40 or

Times wins out of a meer Bravado; and this is good Play, tho' he acquaint you with it hereafter.

A Murnival of Aces is 8, of Kings 6, of Queens 4, and a Murnival of Knaves 2 a piece.

A Gleek of Aces is 4, of Kings 3, of Queens 2, and of Knaves 1 a-piece, from

the other 2 Gamesters.

A Murnival, is either all the Aces, the 4 Kings, Queens, or Knaves; and a Gleek is 5

of any of the aforesaid.

Observe, 22 are your Cards; if you win nothing but the Cards that were dealt you, you lose 10; if you have neither Tib, Tem, Tiddy, King, Queen, Murnival, nor Gleek, you lose because you count as many Cards as you had in Tricks, which must be few, by Reason of the Badness of your Hand; if you have Tib, Tom, King, Queen of Trumps in your Hand, you have 30 by Honours, that is 8 above your own Cards, besides the Cards you win by them in Play. If you have Tom only, which is 9, and the King of Trumps, which is 3, then you reckon from 12, 13, 14, 15, till you come to 22, and then every Card wins so many Half-pence, Pence, &c. as you played for; if you are under 22, you lose as many.

L'3 SALL TURE

Here note, that before the Cards are dealt, it is requisite to demand, whether the Gamesters will play at Tiddy, or leave it out, it being a Card that is apt to be forgotten; and know that it is looked upon as very foul Play to call for a Gleek of Kings, Aces, Queens, or Knaves, when the Person hath but 2 in Hand. If you discard wrong, i. e. lay out but 5 or 6 Cards, if you call for any Gleek or Murnival, you lose them all, if it be found out that you discard. Let this suffice for this noble and delightful Game or Recreation.

FRENCH-RUFF.

A T this Game you must cut for Deal; most, or least, carries it, according to

the Agreement of the Gamesters.

Two Persons may play 4 or 6 on a Side: Dealing to each 5 Cards a-piece; either 2 or 3 at a Time, according to Pleasure, and he who deals turns up Trump: The King is the highest Card at Trumps, the Queen is next, the Knave next, and next the Ace, and all other Cards follow in Preheminency, according to the Number of the Pips; but all small Trumps win the highest of any other Suit.

Having turned up Trumps, he who hath the Ace must take the Ace turned up, and

all other Trumps which immediately follow it, if so agreed among the Gamesters, laying out fo many Cards as he took up in Lieu thereof.

After this they play. To win 2 Tricks fignifies nothing, to win 3 or 4 wins but 1,

but to win 5 is the winning of 5.

If you play at Forsat, (which is, the Rigour of the Play,) he who deals wrong lofeth 1 and his Deal. You are bound to follow Suit, and if you renounce, you lose the whole Game, if you so make it, otherwise but i or 2, according to Agreement.

He who plays a Card that is trumped by the Follower, if the next Player hath none of the former Suit, he must trump it again, tho' he hath not a Trump in his Hand that can win the former Trump, and fo it must

pass to the last Player. In his dimens to

All the Players round are bound to win the highest Trump played if they can. Here note, he who playeth before his Turn, loseth 1, unless it be the last Card of all.

FIVE-CARDS.

wa Persons, of which the HIS is an Irife Game, and is much played in that Kingdom for confiderable Sums of Money. There is little Analogy between this and All-Fours. change

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But 2 Persons can play at it, and there are dealt 5 Cards a-piece. The least of the Black, and the most of the Red wins. The Ace of Diamonds is the worst of the whole Pack, un-

less it prove to be Trump.

The 5 Fingers (alias 5 of Trumps) is the best Card in the Pack; the Ace of Hearts is next to that, and the next is the Ace of Trumps; then the Knave and the rest of the Cards are best, according to their Value in Pips, or as they are Trumps.

Before you play, ask, whether he will five it, if he speaks affirmatively, turn up the next Card of the Pack under that first turned up, and that must be Trumps; if not play it out: He who wins most Cards, wins 5,

but he that wins all, wins 19.

Observe, that the Ace of Hearts wins the Ace of Trumps, and the Five-Fingers not only wins the Ace of Trumps, but also all other Cards whatever.

COSTLY COLOURS.

THIS Game is likewise to be played at only by Two Persons, of which the Eldest is to play first, as in other Games. You must deal off 3 a-piece, and turn up the next Card following; the Eldest is to take his Choice whether he will Mogg (that is, change

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change a Card, or no;) and whosoever refuseth, is to give the other i Chalk or Hole, of which generally 61 makes the Game. Then must the Eldest play, and the other, if he can, must make it up 15; for which he shall fet up as many Holes, or Chalks, as there are Cards on the Table; fo likewife for 25; and also as many Cards as are played to make up 30, no more or lefs, fo many Chalks may be fet up who played last, to make up 31; and if 31 be not made, then he who played last, and is nearest 31 without making out, must fet up 1, which is called, fetting 10 8

up I for the latter.

This being done, the Eldest must shew how many Chalks he hath in his Hand to fet up, and after him the Youngest, which they must reckon in this Manner, taking Notice both of the Colour and Number of the Pips upon the Card turned up, of those in their Hands, still reckoning as many for all the 15 and 25, as there go Cards to make the Number; and if you have it by Chance in your Hand, and with the Card turned up, 31, then you must fet up 4 for that. You must also set up, if you have them in your Hands, or can make them fo in the Card turned up. as followeth, 2 for a Pair, be they either Coat-Cards, or others; 2 for a Knave, and if a Knave of the fame Colour and Suit of the Card turned up, then you must set up 4; L 5 and

and fo for a Duce 4, if it be of the same Colour turned up: If you have a of a Sort, either Threes, Fours, Fives, Sixes, or Coat-Cards, you must set up 9, and this is called a Pair-Royal: Now if they are all either Hearts, Diamonds, or the like, then you must set up 6 for Costly-Colours. If you have 3 of a Colour, you can reckon but 2 for Colours.

Whofoever dealt, if he turned up either Duce or Knave, he must set up 4 for it; as for Example, imagine you had dealt your Adverfary 3 Cards, viz. the 5 of Hearts, 4 of Hearts, and 8 of Hearts; to your felf the Duce of Hearts, 7 of Clubs, and 9 of Hearts. Laftly, you turn up a Card, which is the Knave of Hearts, for which you must fet up 4; then because he will not ask you to change I, he gives you I, which you must fet up, and then he plays; suppose it be his 5 of Hearts, you then play your 7 of Clubs, which makes 12, then he plays his 8 of Hearts, which makes 20; then you play your 9 of Hearts, which makes 29; and because he cannot come in with his 4 of Hearts. you must play your Duce of Hearts, which makes you 31. For your 5 you must fet up 5, then he must fet up what he hath in his Hand, which you will find to be but 6, for he has not any Thing in his Hand, but Coftly-Colours. Then must you set up your Games, which

which are, first, 2 for your o of Clubs, and 9 of Hearts, which make 15, then that 15, and the Knave turned up, makes 25, for which fet up 3; then for your Duce of Hearts, which is the right, fet up 4, and 3 for Colours, because you have 3 of a Sort in your Hand, with that turned up; now these, with the 5 you got in playing for 31, makes you, this Deal, with the Knave turned up, and the Cards in your Hand, just 20. Many other Examples might be given, but that is needless, fince this one is sufficient to direct you in all others. Thus much for Costly-COLOURS.

BONNE-ACE.

DHIS Game feet at very cafe at first HIS Game you may look on as tri-I vial, and very inconfiderable; and fo it is, by Reason of the little Variety therein contained. But because Persons of Quality have played at it for their Diversion, we will briefly describe it, and the rather, because it is a licking Game for Money.

Seven or eight Persons (or as many as the Cards will permit) play at one Time. In the lifting, the least Card deals, which is a great Disadvantage; for that makes the Dealer youngest Hand, space that only on account

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The Dealer deals out 2 to the first Hand, and turns up the third, and so goes on to the next, third, fourth, fifth, &c. He who hath the Highest Card carries the Bonne, that is, balf of the Stake, the other remaining for the Game; now if there be 3 Kings, 3 Queens, 3 Tens, &c. turned up, the Eldest Hand wins it. The Ace of Diamonds is Bonne-Ace, and wins all other Cards whatever. Thus much for the Bonne; afterwards the nearest to 31 wins the Game, and he who turns up, or draws to 31, wins immediately.

WIT and REASON.

THIS Game seems very easy at first to the Learner, but in his Practice and Observation he will find it otherwise. It is a Game something like 31, and is thus played.

Two playing together, the one hath all the red Cards, and the other the black: Then they turn up Cross-Pile, who shall lead; for the Leader hath a great Advantage over the

other, as will be demonstrated.

You are not to play a 10 first; for if you do, you certainly lose; for 31 being the Game, he who first comes to it wins; now should the Leader play a 10, the Follower will

will play another 10, that makes 20; let the Leader then play any Thing next, the Fol-

lower will be fure to make it up 31.

He who hath the Lead, if he play a q. may certainly win the Game, if he look about him; ever remembring to get first to 20, without spending 2 of one Sort, as 2 Duces, 2 Trays, 2 Quaters, &c. otherwise you will lose: As for Example, you play a 9 first, your Adversary plays a Duce, that makes 11, you play a 9 again, and that makes 20; thus you have played, but both Nines, wherefore your Antagonist plays a Duce; now you can play on no Card but he wins ; for if you play an 8 (for you cannot come in with your 10) and you have not a 9, then he hath an Ace for 31; fo if you play a 7, which makes 29, he hath a Duce remaining to make up 31, and fo you may observe in the rest of the Cards.

Take this for a general Rule, that you have a very great Advantage in fetching out, by Play, any 2 of a Number, as aforesaid; as 2 Fives, 2 Sixes, 2 Sevens, &c. wherefore you must not play rashly, but with the Consideration arithmetically grounded, to make

up a certain Game of 31.

To conclude, he who hath the Art of playing well at 31, that is, by naming such a Number, at first, and prosecuting it by such Addition of others, that his Adversary can-

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not think of any Number, but what shall be his Game; I say, such a Man is sittest to play at this Game called WIT and REASON.

The ART of MEMORY.

THIS is rather a Sport, than a Game. Money may be won at it, but it is most commonly the Way to all the Drunkard. It is the best when many play at it; for with few it is no Sport at all: For Example; As many Persons as do play, so many Cards trebled must be thrown down on the Table, with their Faces upwards; which every one must take Notice of, and endeavour to register them in his Memory. Then the Dealer must take them all up, and shuffling them, after cutting, deals to every one 3 a-piece.

The first, it may be, calls for a King, which must be laid on the Table, with his Face downwards by him who hath it in his Hand; the next, it may be, calls for a 10 of Spades, which must be laid down in like manner, and so it goes round; now if any one calls for what is already laid down, if they play for Liquor, the must then drink a Glass; if for Money, he must then pay a Stake,

whatever the Sum be they play for.

PLAIN DEALING. 231

This Sport wholly depends on the Memory; for want of which a Man may lose both his Money and his Understanding.

PLAIN DEALING.

HE who deals, hath the Advantage of this Game; for if he turn up the Ace of Diamonds he cannot lose: To his Adverfary he delivers out 9, and but 3 to himself, then are the Cards played as at Whist, the best of Trumps, or other Cards wins, and but one to be gotten at a Deal. I cannot commend this Pastime for its Ingenuity, and therefore only name it, because we treat of Games in general.

Queen NAZARENE.

A S many may play at this Game as the Cards will allow, 5 Cards are dealt to every Player; the Queen of Diamonds is Queen NAZARENE, and he who hath it, demands 3 a-piece of every Player. The Knave of Clubs is called Knave-Knocker, and he that has it, challengeth 2 a-piece. If Women play among Men, it is customary for Knave-Knocker to kiss Queen NAZARENE.

Laftly,

Lastly, he who lays down a King, the last Card that is played challengeth 1, and begins again; and he who hath first played away his Cards, demands as many Counters as there are Cards in the Hands of the rest.

PENEEC.H.

HAVING dealt 7 Cards a-piece, turn up a Card, and that is Trumps. The Ace and Coat-Cards of Trumps are thus reckoned. The Ace is 5, the King 4, the Queen

3, and the Knave 2.

Having played, he who wins the first Trick, turns up another Card, and that is Trumps; and so every Trick produceth a fresh Trump, till all the 7 be played. Now if it so happen, that what is turned up proves an Ace, or Coat-Card, it is a great Advantage to him who won the last Trick; for if it be an Ace turned up, then he reckons 5, if a King 4, if a Queen 3, as aforesaid.

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After all the 7 Cards are played, (which at first are dealt 1 by 1,) he who won the last Trick turns up a Card, and if it proves Ace, King, Queen, or Knave, he reckons for it ac-

cordingly as aforesaid.

If the 7 of Diamonds be turned up, that is Peneech, and is reckoned 14 turned up, but it is but 7 in Hand, and not that neither, unless

unless Diamonds are Trumps: If it be Trump, it is the highest Card, and wins all others; if it be not Trump, it wins all Diamonds.

Laftly, having played out all the 14 Cards betwixt you, count how many Cards you have more than your own 7 at first dealt you, and for every Card reckon 1, and fo you must reckon on with the Value of your Coat-Card Trumps, with Peneech turned up, or in Hand, till you come to 61, which is the Game.

Note, if you have neither Ace nor Face, you may throw up your Game and deal again.

POST and PAIR.

OST and PAIR is a Game very much

played in the West of England.

This Game depends much upon daring; fo that fome may win very considerably, who have the Boldness to venture much upon the Vie, tho' their Cards are very indifferent.

You must first stake at Post, next at Pair; after this, deal 2 Cards a-piece, then stake at the Seat, and next, deal the third Card about. The Eldest Hand may pass and come in again, if any of the Gamesters Vie it; if not, the Dealer may play it out, or double it.

The

The Ace of Trumps, is the best Card of all, and so on of the rest in Order. At Post the best Cards are 21, viz. 2 Tens and an Ace, but a Pair-Royal wins all, both Post, Pair, and Seat. Observe, that he who hath the best Pair, or the best Post, is the Winner. A Pair is, a Pair of any two, as 2 Kings, 2 Queens, &c. A Pair-Royal is of 3, as 3 Kings, 3 Queens, &c. The Vie, is what you please to venture upon the Goodness of your own Hand: Or is it be bad, and you imagine your Adversary's is so likewise, then bid bigb couragiously, by which Means you daunt your Antagonist, and so bring him to Submission.

If the Gamesters keep in till all have done, and by Consent shew their Cards, the best Cards carry the Game. Now, according to Agreement, those who keep in till last, may divide the Stakes, or shew the best Card for it.

Observe, where the Cards fall in several Hands of the same Sort, as a Pair, or Pair-Royal, and so forth, the Eldest Hand carries it.

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BANKAFALET.

A FRENCH GAME.

A T this, the Cards must be cut into as many Heaps as there are Players, or more, if you please, and every Man lays as much Money on his own Card as he thinks sit, or on the supernumerary Heaps. So many as the Dealer's Card is inferior to, so many he pays; so many as his Card is superior to the supernumerary heaps.

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The best Card is the Ace of Diamonds, the next to that, the Ace of Hearts; thirdly, the Ace of Clubs; and lastly, the Ace of Spades, and so the rest of these Suits in order, according to their Degree. The Knack lies in securing an Ace, or any other good sure winning Card; and if you mark the Cards beforehand, so as to know them by the Backside, you may then make your Advantage.

La Bete, that is, The BEAST.

A French Game also, and played after this Manner. The best Cards are, King, Queen, and so forwards. They make 3 Heaps, the King, the Play, and the Triolet.

To every one is dealt 5 Cards (3, 4, 5, Persons, or more, may play at it) Before the Cards are dealt, every one stakes to the three Heaps. He who wins most Tricks, takes up the Heap that is called the Play: He who hath the King takes up the Heap so called; and he who hath 3 of any Sort, that is, 3 Fours, 3 Fives, 3 Sixes, &c. takes up the Triolet.

Thus much for the Games on the CARDS: But for the Reader's farther Entertainment, we have now added some diverting Fancies upon the same; taken from the celebrated Mr. Ozanam's Mathematical Recreations.

GAMES within the TABLES.

I. The Famous GAME of VERQUERE.

THIS Game is originally faid to be of of Dutch Extraction, and one of the most noted Diversions among the Hollanders. The Manner of playing it is thus, viz.

All the Table-Men are placed on the Ace-Point, where you fet the two Men at Back-Gammon; and as at that Game, bring them

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The Game of VERQUERE. 237

round into your own Tables, but with different Circumstances; for you are not allowed to make a *Point* in either of your *Tables*, next your Adversary, the farther *Ace-Point* excepted, for there you may do it as your Differentian does best direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your Game, and by so doing, to hinder your Adversary from approaching you, or by the Luckiness of his Throw to get the better of it.

In the next Place, you are to observe, that this Game is commonly played double and single; the double is called John, which is a particular Advantage your Adversary gets over you, if his Luck in throwing be extraordinary: But you can never be John'd, except you have more Men than you can enter upon six Points, that is to say, 7 Men, which is 1 more than your Points will bear; and in such a Case you must yield the Double, and consequently your Game is in Danger to

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Note, That tho' you always point as your Cast affords you Convenience, and to the best Advantage of your Game, yet you cannot enter two Men upon any Point, and in that Particular this Game is more remarkable than any other played upon the Tables.

You play Doublets, and at last bear away all your Men, as at Back-Gammon, and the

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Art is in managing your Throws to make your Game proper; for this, whilst your Adversary, by ill Throwing, or indifferent Management, lags behind, is very convenient for you to be skilled at. Note also. that when you have more Men to enter, than you have opened Points to receive them, you are to let your Adversary throw; which I have feen for a confiderable Space of Time; until by playing his Men forward (contriving as much as possible he can, to gain the Preheminence, and put back your Game) he makes Room for you by a Vacancy; elfe, perhaps, the Nature of this Diversion is such, that the Game may hold out a long Time, there being no Possibility of going on, till you have the Privilege, by his opening the Passage for you on the Tables, to enter your remaining Men.

Note too, that if you hit any of your Adversary's Men, by a fortunate Cast of your Dice, and that he has the savourable Fortune, presently after to hit you again: In such a Case, which, indeed, is not very common, if there be not Room for you to enter in his Tables, nor for him to perfect the Advantage of his Throw to enter in your's, it is the Nature of this Game, that you must lose it double, you being the first to throw. This, and the rest of the Accidents of Verquere, are like

GRAND TRICK TRACK. 239 like most other Games, to be understood, and avoided, by Experience in Play.

II. The Noble and Courtly Game called GRAND TRICK TRACK,

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Is a French Diversion; and most commonly used by Persons of the first Quality. It is thus played: The Table-Men are to be placed on the Side of the Tables. Next, it is also to be observed, that besides the Table-Men, with which you play, there are 3 other Pieces to be used, called Markers, whether Half Crowns, or Halfpence, or any other Coin: These are to mark the Throw of your Dice, on the Points of the Tables which are advantageous to you: For Example, Is in your first Tables you make single Toots, in 3 Casts, or Throws, you mark with one Marker 4.

There are 12 Holes on the Sides of your Tables, with Pegs in them, for the Use of this Game. Note then, that 12 Marks gained on the Points of your Tables, make an Hole, and 12 Holes make up the Game, if you agree to it; else less, or more: If you fill up your Points, for every single Throw on the Dice, you make 4, and for Doublets 6; and may hold your Game as long as you

think

think convenient, that is, play on without breaking up your own, and your Adversary's, if you believe you shall get no Advan-

tage by beginning again.

If you hold with your double Men in your Tables, before you can make a Point, and your Adversary cannot fill his Tables, you are obliged with your Man to pass over into his Tables, tho' it be commonly a Disadvantage; but if he throws so well, as to fill up, then it alters the Matter, and you cannot pass. Note, that when you have marked 12 with your Marker, which, as I said before, makes up 1 Hole, you may go off, break up your Tables, and begin again, provided you have the Dice; or else you cannot.

If in playing this Game, you touch a Man rashly, as intending to play it, and think to change it for another, you are obliged to play it as you before intended.

Note, As to those Men that are obliged to pass over into the Adversary's Tables, if he

hits them, he marks thus:

For every fingle Throw 4; for Doublets 6; and if at any Time, by your good Fortune in throwing, you can mark over and above 12, you must then mark a Hole, or else 2, if you go double, and the Overplus remaining is called to the Good, provided you do not break your Game: You cannot go off,

GRAND TRICK TRACK. 241

off, nor break your Tables by your Adverfary's Throws. And note, that if you chance to make more or less than is right, it is in his Power to take the Advantage, put you back, or oblige you to mark full. This is what is most considerable in your first Tables.

Now, as to your Adversary's fecond Tables: For every Man you hit of his with a fingle Die, you mark but 2; and for Doublets 4; tho' in his first Tables, 4 for each

fingle Die, and 6 for Doublets.

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If you chance to hit a Blor or two in your Adversary's Tables, and cannot pass, by reason of his Man standing in your Way, and hindering you, it is allowable for him to take the Advantage of marking by your own Throws in both Tables, as beforementioned.

The Ace-Point of both Corners in the fecond Tables, cannot be divided here, nor fill the Corners, as at other Games; tho' in Lieu of that Convenience, if the Dice favour, for each fingle Cast, you mark 4; and for Doublets 6.

Then as that Part of the Game, called Gens des Retour, or the Back-Game, which is the latter Part: Next, bearing off your Men, as it is used at Back-Gammon, you play your Men as fast as you can, into his Tables, endeavouring to fill up the Points, as at the

Fore-Game; which being done, you bear off your Men; only there is one Distinction between this and Back-Gammon (noted before) that as Doublets thrown at the last Cast gives considerable Advantage to the Gamester there, it is here of no Value, nor gives any Addition to the Throw.

Note, That if at any Time you break up your Tables, and disorder your Men, except by gaining 12 Points, you can mark a Hole, it is in your Adversary's Power to oblige you to hold your Game on still, and to play all the Table-Men you have so touched and dis-

ordered to his own Advantage.

Note also, That we distinguish the Single from the Double, in this Manner: If your Adversary, by his ill Fortune in throwing, has no Points on his Tables marked, altho' your Throw is single, yet still you may mark a double Point; but if otherwise, he has such good Luck by the Dice, to have any Point to mark, then he comes double; which you are to take off again, if you can hit him.

These are all the Passages that are considerable in this Game; which the easily to be comprehended, by those who divert themselves with playing often at Tables, and especially such who have any Skill in Tick-Tack, of which, this Game is observed to make a Compleatment, by adding more Parts and Embellishments; yet the most ready Way for

for a young Gamester, who is desirous to learn it, is to see it performed by two Gamesters; and then taking Notice of these Instructions. he will prefently be let into the Secret.

III. Of IRISH.

RISH is an ingenious Game; and requires a great deal of Skill to play it well, especially the After-Game, it is thus played:

The Men, which are 30 in Number, are equally divided between you and your Adverfary, and are thus placed: 2 on the Ace-Point, and 5 on the Sice of your Left-Hand Table, and 3 on the Cinque, and 5 on the Ace-Point of your Right Hand Table, anfwered on the like Points, by your Adversary's Men, with the same Number; or thus, 2 of your Men on the Ace-Point, 5 on the Double-Sice, or Sice-Cinque Point, 3 on the Cinque-Point in your Tables, and 5 on the Sice-Point at Home; and all these pointed alike by your Adversary.

In your Play have a Care of being too forward; and be not rash in hitting every Blot, but with Discretion and Consideration, move flowly, but fecurely; by which Means, tho' your Adversary has filled his Tables, but with all Blots, and you by hitting him, enter, you may win the Game; nay, sometimes, tho'

he hath borne his Men all to a very few.

It is the Part of a prudent Commander, as he leads out his Men, to bring them home as fafe as possible: So must you have a Care of your Men as you are bringing them home, that they are not picked up by the Way.

Have a special Care that your Adversary double not the Trey-Ace-Point with his Men; and so make what convenient Haste you can to fill up your own Tables, and beware of blotting: That done, bear as fast as you can.

For an After-Game, I know not what Instructions to give: You must herein trust to your own Judgment, and the Chance of the Dice; and if they run low for some Time, it will be so much the better o spenday of A treat

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r folloedbed by his statute large to

That, but in Doublets; which, at Back-Gammon, is played four-fold, and makes a quicker Dispatch of the Game, than Irish.

Be sure to make good your Trey-Ace-Points hit boldly, and come away as fast as you can; to which End, if your Dice run high, you will make the quicker Dispatch, which is a second will make the quicker Dispatch.

When you come to bearing, have a Care of making when you need not; and Doublets now will stand you most in Stead.

Of BACK-GAMMON. 245

If both bear together, he who is first off without Doublets, wins 1.

If both bear, and one goes off with Doublets, he wins 22 ov thum of sold and is sie

If your Table be clear before your Adverfary's Men be come in, that is a Back-Gammon, which is 3; but if you thus go off with Doublets, it is 4.

Falfe Dice are much used at Irish and Back-Gammon, for the Benefit of entering; wherefore, have a special Care, that you have not Cinque Duces, and Quatre Treys put upon you; it may quickly be perceived by the run-

ning of the Dice, bas mention swo to

The Person who is cunning at Play, has great Advantage of a Novice, or innocent Man; which is commonly by topping or knapping; which, by its often Practice, may be fuspected by his Adversary: Then he has Recourse to Dice, which run particular Chances for his Purpose; which, the other being ignorant of, is almost an equal Advantage with the former. For Example: He provides Dice that run 6, 5, 4; it is his Bufiness to secure those Points: So that if he happens to surprize any of your Men coming home, as it is Two to One but he does, he will, without a Miracle, win the Set.

It is possible sometimes they may make use of 3 and 2, which are the low Chances; but that they seldom do, for this Reason, the

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high or forward Points being supplied, you must enter, if at all, upon the low Points; which keeps you backwards, and gives him Advantage. The Advantage of this Game is to be forward, if possible, upon safe Terms, and to point his Men at such a Rate, that it shall not be possible for you to pass, tho you have entered your Men, till he gives you Liberty, having Two to One the Advantage of the Game.

V. Of TICK-TACK.

A LL your Men must stand on the Ace-Point, and from thence play forward; but have a Care of being too forward, or so, at leastwise, that Doublets reach you not.

Secure your Sice and Cinque-Point, whatever you do, and break them not, unless it be when you have the Advantage of going in; which is the greatest Advantage you can have, next to a Hit: For your Adversary's 11th Point standing open, you have, it may be, the Opportunity of going in with two of your Men, and then you win a double Game. A Hit is but 1; and that is, when you throw such a Cast, that some one of your Men will reach your Adversary's unbound, but sometimes, tho' it hits it, will not pass, by Reason of a Stop in the Way; and then it is nothing. Sometimes it is good, going over

Of TICK-TACK. 247

into your Adversary's Tables; but it is best

for an After-Game.

Playing close at Home is the securest Way; playing at length is both rash and unsafe; and be careful of binding your Men when you lie in Danger of the Enemy. Moreover, if you see you are in Danger of losing a double Game, give your Adversary 1; if you can, it is better doing so than losing 2.

Here note, if you fill up all the Points of your fecond Table with your own Men, you win 2; and that you may prevent your Adversary from doing so (if you are in Danger thereof) if you can, make a vacant Point in his Tables, and it is impossible for him to do it.

This is the plain Game of Tick-Tack, which is called so from Touch and Take; for if you touch a Man you must play him, tho' to your Loss; and if you hit your Adversary, and neglect the Advantage, you are taken with a Why-not, which is the Loss of 1: Like-wise if you are in, and your Cast is such that you may also go into your Adversary's 11th Point, by 2 other Men, and you see it not, either by Carelessness or eager Prosecution of a Hit, which is apparent before your Eyes, you lose 2 irrecoverably. Besides, it is a very great Oversight, as your Men may stand, not to take a Point when you may do it.

Now some play this Game with Toots, Boveries, and Flyers; Toots is, when you fill

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up your Table at Home, and then there is required small Throws; for if you get over with a Sice, you have no Benefit of Toots.

Roveries, is when you have a Man in the 11th Point of your own Tables, and another in the same Point of your Adversary's, di-

rectly answering. The radius has only and

Flyers, is when you bring a Man round the Tables before your Adversary hath got over his first Table; to the effecting of which there is required very high throwing on your Side, and very low throwing on his.

Much more might be said as to the Crast of the Play, which cannot be so well discovered, as from Observation in your own or

others Playing These swords bas salaist

seen forme who, for the Lucre of a little Monney, have the Lacre of a little Meter.

A T Doublets the 15 Men are thus placed; upon Six, Cinque, and Quatre, there are 3 Men a piece; upon Trey, Duce, Ace,

but 2 a-piece.

He who throws most hath the Benefit of throwing first; and what he throws he lays down, and so doth the other; what the one throws and hath not, the other lays down for him to his own Advantage; and thus they do till all the Men are down; and then they bear, but not till they are down; he who is down first bears first, and will doubtlesly win the

Of SICE ACE, and CATCH-DOLT. 240 the Game, if the other throws not Doublets to overtake him. Now he who throws Doublets apace, is certain to win ; for as many as the Doublets are, fo many he lays down, or bears For Example , If 2 Fours, he bears 8, and so for the other Doublets; and therefore he who can either nap, top, or hath high Runners about him, hath a great Advantage. before your Advertary harh gomissed

his gest Table; to the effecting or which the TOP TVILLOGES INC E - A.C ETILL TI EL

and cotyclow throwing on his to M IVE Persons may play at Sice- Ace with 6 Men a-piece, they one load another with Aces 3 Sixes bear only, and Doublets drinks and throws again; so have I often feen some who, for the Lucre of a little Money, have refolved rather to lose themselves than a Penny. It is commonly agreed the last two, or the last out, shall lose, and the reft shall go free in Supplied All nogu are & Men a-piece & upon Trev. Duch Ace

VIII. CATCH-DOLT.

he when thrown mode third of the Penerval A T Catch-Dolt, the first throws, and lays down from the Heap of Men without the Tables ; what is thrown at, it may be Sice-Duce ; if the other throw either Sice or Duce, and draw them not from his Adversary's Tables to the same Point in his own, but takes them from the Heap, and lays the:

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Ace down, he is dolted, and loseth the Game; or if he touch a Man of the Heap, and then recal himself, the Loss is the same. Some by frequent Practice will never be dolted, and then they strive who shall fill up their Tables first; which done, he who bears them off first hath won the Game.

So much for Games within the Tables.

GAMES without the TABLES.

I. Of INN and INN.

TNN and INN is a Game formerly very much used, and may be played by two or three Persons, each having a Box in his Hand. It is played with four Dice. You may drop what you will, Sixpences, Shillings, or Guineas; every Inn you drop, and every Inn and Inn you sweep all; but if you throw out, if but two play, your Adversary wins all; if three that Out is a Bye between the two other Gamesters, which they may either divide or throw out for it. Here you are to observe that Out is when you have thrown no Doublets on the four Dice; Inn is when you have thrown two Doublets of any Sort, as two Aces, two Duces, two Kings, &c. Inn and Inn is, when you throw all Doublets, whether all of a Sort, or otherwise, viz. Four Aces, four Duces, or four

four Cinques, or two Aces, two Duces, two Treys, two Quatres, or two Cinques, two Sixes. &c.

Your Battle may be fought for as much or as little as you will, from 20s. to 20l. and fo onwards, to 2000 l. which Battle is not ended, till all the Money be won: And it is frequently feen, that in a Battle of 10% a Gentleman hath been reduced to 53, and yet

hath won the Battle at last.

For a Gamester, who would win without hazarding much of his Money, Dice that will run very feldom otherwise but 6, 5, 4, are very necessary. If those Instruments are not to be had, a Taper-Box will not be amis; that as the Dice are thrown in, may stick by the Way, and so thrown to Advantage. I have been told of one of these Sharpers, who caused a Box to be made, not as they are usually screwed within, but smooth; and procured it to be fo well painted and shadowed within, that it looked like a screw'd Box : Now, this Box was but half boared wide at the Top, and narrow at the Bottom, that the Dice, as aforefaid, might flick, and the Box being smooth, would come out without tumbling. With this Box he went and played at Inn and Inn, by Virtue whereof, and his Art of taking up and throwing his Dice into the Box, he got the first Night 1000 l. and the next Night 2001, a Year (with a Coach and M 6 Six

Six Horses) and enjoys the Estate to this Day, with great Improvements; and never would handle a Die since, well knowing how many worthy Families it hath ruined.

JAN OF PASSAGE ILE STATE

Played at but by Two Persons; and it is performed with 3 Dice. The Caster throws continually, till he hath thrown Doublets under 10, and then he is out, and loseth; or Doublets above 10, and then he passetb, and wins. High Runners are most requisite for this Game, such as will rarely run any other Chance, than 4, 5, or 6; by which Means, if the Caster throws Doublets, he can scarcely throw out. There is the same Advantage of the smooth taper Box, aforesaid, in this Game, as at Inn and Inn, with the like Benefit of the Dice, whether by palming, topping, surring, or knapping.

III. Of HAZARD:

THIS Game is most properly denominated; for it makes a Man, or undoes him, in the twinkling of an Eye; either a Man, or a Mouse.

It is played but with Two Dice; 20 Perfons may be engaged, or as many as will.

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There are two Things herein, chiefly to be observed, viz. The Main and Chance: The Chance is the Caster's, and the Main the Setter's. There can be no Main thrown above 9, nor under 5: So that 5, 6, 7, 8, and 9, are all the Mains which are flung at Hazard; Chances and Nicks, are from 4 to 10: Thus 4 is a Chance to 9, 5 to 8, 6 to 7, 7 to 6, 8 to 5, and 9 and 10 a Chance to 5, 6, 7, and 8: In short, 4, 5, 6, 7, 8, 9, and 10, are Chances to any Main, if any of these nick it not: Now, Nicks are either when the Chance is the same with the Main. as 5 and 5, 6 and 6, 7 and 7, and so on; or 6 and 12, 7 and 11, 8 and 12; where note, that 12 is out to 9, 7, and 5; and 11 is out to 9, 8, 6, and 5: Ames-Ace, and Duce-Ace, are out to all Mains whatever.

That I may the better illustrate this Game. it will not be amis, to give one Example, for your better Information: 7 is the Main; the Caster throws 5, and that is his Chance; and so hath 5 to 7: If the Caster throws his own Chance, he wins all the Money fet him; but if he throws 7, which was the Main, he must pay as much Money as is on the Table: If again, 7 be the Main, and the Caster throws 11, that is a Nick, and sweeps away all the Money on the Table; but if he throws a Chance, he must wait which will come first. Lastly, if 7 be the Main, and the Caster throws

throws Ames-Ace, Duce-Ace, or 12, he is out; but if he throw from 4 to 10, he hath a Chance, tho' they are accounted the worst Chances on the Dice, as 7 is reputed the best and easiest Main to be slung: Thus it is in 8 or 6, if either of them be the Main, and the Caster throws either 4, 5, 7, 9, or 10, this is his Chance, which if he throw first, he wins, otherwise loseth; if he throw 12 to 8, or 6 to the same Cast with the Main, he wins ; but if Ames-Ace, or Duce-Ace to all, he loseth; or if 12, when the Main is either 5 or 9. Here nothing nicks 5 but 5, nor nothing 9 but 9: 4 and 5 to 7 is the worst Chance; because 4 (nicknamed by the Sharpers, Little Dick Fisher) and 5 have but two Chances, Trey-Ace and two Duces, or Trey-Duce and Quatre-Ace. Whereas, 7 hath three Chances, Cinque Duce, Sice-Ace, and Quatre Trey; in like Condition is 9 and 10, having but two Chances, Sice-Trey, Cinque and Quatre, or Sice-Quatre, and two Cinques.

Now, 6 and 8, one would think, should admit of no Difference in Advantage with 7; but if you will rightly consider the Case, you will find a great Advantage in 7, over 6 and 8. How can that be? you will say. Hath not 6, 7, and 8, eight equal Chances? For Example: In Sice, Quatre Duce, Cinque-Ace, and two Treys; in 8, sex Duces, Cinque-Trey, and two Quatres: And hath

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not 7 three, as aforesaid? It is confessed. But, pray consider the Disadvantage in the Doublets, two Treys, and two Quatres, and you will find that Sice-Duce is fooner thrown. than two Quatres; and fo confequently Cinque-Ace, or Quatre-Duce, fooner than

two Treys.

I faw an old Rook once take up a young Fellow in a Tavern upon this very Bet: The Bargain was made, that the Rook should have 7 always, and the young Gentleman 6, and throw continually. To Play they went, the Rook won the first Day 101. and the next Day the like Sum, and fo for fix Days together, losing in all, 601. Notwithstanding the Gentleman, I am confident, had fair Dice, and threw them always himself. And farther to confirm what I alledged before, not only this Gamester, but many more have told me, that they defired no greater Advantage than this Bet, of 7 to 6. But it is the Opinion of most, that at the first Throw the Caster hath the worst of it.

Hazard is certainly the most bewitching Game that is played on the Dice; for when a Man begins to play, he knows not when to leave off; and having once accustomed himfelf to it, he hardly ever after minds any Thing else.

So much for Games without the Tables.

IV. Of BILLIARDS.

from Italy; and for the Excellency of the Recreation is much approved of, and played by most Nations in Europe, especially in England, there being sew Towns of Note, which have not a publick Billiard-Table. But there are very sew Billiard Tables which are found true; and therefore such as are exactly levelled, are highly valued by a good Player; for at a salse Table, it is impossible for him to shew the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the Table, have shamefully beat a very good Gamester, who at a true Table would have given him Odds.

There is belonging to the Table an Ivory Port, which stands at one End; and an Ivory King at the other, two small Ivory Balls and two Sticks (called Masts). If your Balls are not compleatly round, you can never expect good Proof in your Play. The Masts are made of Brazil, Lignumvitæ, or some other weighty Wood, which at the broad End are tipped with Ivory; if the Heads happen to be loose, you will never strike a smart Stroke; but that Desect is easily perceived by the hollow Deadness of your Stroke, and faint run-

ning of your Ball.

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The Game is 5 by Day-light (or 7, if Odds be given) and 3 by Candle-light, or more, according to Odds, in Houses that make a Livelihood thereof: But in Gentlemens Houses there is no such Restriction; for the Game may justly admit of as many as the Gamesters please to make.

For the Lead, you are to stand on the one Side of the Table, opposite to the King, with your Ball laid near the Cushion, and your Adversary on the other in like Posture; and he that with his Stick makes his Ball come nearest

the King, leads first.

The Leader must have a Care, that at the first Stroke, his Ball touch not the End of the Table, leading from the King to the Port; but after the first Stroke, he need not fear to do it; and let him so lead, that he may either be in a Possibility of Passing the next Stroke, or so cunningly lie, that he may be in a very fair Probability of Hazarding his Adversary's Ball, the very Stroke he plays after him.

The Contest is, who shall pass first, and in that Strife, there are frequent Opportunities of Hazarding one another; and it is very pleasant to observe, what Policies are used in hindering one another from the Pass, as by turning the Port with a strong clever Stroke; for if you turn it with your Stick, it must be set right again; but indeed more properly,

he who doth it so should lose 1. Sometimes it is done (when you see it is impossible to pass) by laying your Ball in the Port, or before your Adversary's Ball, and then all he can do is to pass after you. If he has passed, and you dare not venture to pass after him, for fear he should in the Interim touch the King, and so win the End, you must wait upon him, and watch all Opportunities to Hazard him, or King him; that is, when his Ball lies in such a Manner, that when you strike, his Ball may hit down the King, and then you win 1.

But, if you should King him, and your Ball sty over the Table, or else run into a

Hazard, then you lose 1.

The Player ought to have a curious Eye, and very good Judgment, when he either intends to King his Adversary's Ball, or Hazard it, in taking or quartering out just so much of the Ball as will accomplish either; which Observation must be noted in passing on your Adversary's Ball, or Corner of the Port. Some I have observed so skilful at this Game, that if they have had less than a 5th Part of a Ball, they would rarely miss King or Hazard.

As this is a genteel Pastime, so there are Laws or Orders made against lolling, slovenly Players, who by their Forseitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand I

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on the Table when you strike, or let your Sleeve drag upon it, if you do, it is a Loss; if you smoak, and let the Ashes of your Pipe fall on the Table, whereby oftentimes the Cloth is burnt, it is a Forfeiture; but that should not so much deter you from it, as the Hindrance smoaking is to your Play.

When you strike a long Stroke, hold your Mast neatly between your two Fore-Fingers and your Thumb, then strike smartly, and by aiming right, you may, when you please, either fetch back your Adversary's Ball when he lies fair for a Pass, or many Times when He lies behind the King, and You at the other End of the Table, you may King him backward.

If you lie close, you may use the small End of your Mast, or the Flat of the big End, raising up one End over your Shoulder, as you shall think more convenient for your Purpose.

Have a Care of Raking; for if it be not a Forfeiture, it is a Fault hardly excusable; but if you touch your Ball twice, it is a Loss.

Beware when you jobb your Ball through the Port, with the End of your Stick, that you throw it not down; if you do, it is a Loss; but do it so handsomely, that at one Stroke, without turning the Port, with your Stick, you effect your Purpose: It is good Play to turn the Port with your Ball, and for hinder

hinder your Adversary from Passing; neither is it a Fault, if you can, to make your Adversary a Fornicator, that is, having past your self a little Way, and the other's Ball being hardly through the Port, you put him back again, and it may be quite out of Pass.

It argues Policy to lay a long Hazard fornetimes for your Antagonist, whereby he is often entrapped for rashly adventuring at that Distance, which lies very near it, he frequently runs in himself, by reason of that

great Distance. A man and ha sh again

There is great Art in lying covertly, that is, to lie at be peep with your Adversary, either subtilly to gain a Pass or Hazard.

Here Note, If your Adversary has not passed, and lies up by the King, you may endeavour to Pass again; which if you do, and touch the King, it is two; but if thrown down you lose. Some instead of a King, use a String and a Bell, and then you need not fear to have the End, if you can Pass. This is, in my Judgment, bungling Play, there being not that curious Art of finely touching at a great Distance a King, that stands very ticklishly.

For understanding of the Game thoroughly, peruse the following Orders. But there is no better Way than Practice to make you

perfect therein.

ORDERS

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Touleyed you can compake your Ad-ORDERS to be observed by such as Play our of the sedantal Billiands other's Rail

ne has two through the Port, you put him 1. F the Leader touch the End of the Table with his Ball, at the first Stroke, he lofes 12 detected, the colores and the

2. If the Follower intend to hit his Adverfary's Ball, or Pass at one Stroke, he must String his Ball, that is, lay it even with the gream Dufance. (anne King, or he lofes 1.

3. He that paffes thro' the Port, has the Advantage of touching the King, which is

i, if not thrown down nieg of yhidell rache

4. He that paffes twice, his Adversary having not passed at all, and touches the King without throwing him down, wins 2 Ends.

He that paffesnot, has no other Advan-

tage than the Hazards. and and uby nwob

6. He that is a Fornicator, that is, has passed thro' the Back of the Port, he must pass twice thro' the Fore-part, or he cannot have the Advantage of passing that End.

7. He that hits down the Port or King, or Hazards his own Ball, or strikes either Ball

oven the Table, lofes to guibraffrebou roll

& He that Hazards his Adversary's Ball, or makes it hit down the King, winneth the End.

9. If Four Persons play, Two against Two, he that mistakes his Stroke, loses 1, to that Side he is of.

noves the Port without Confent, or strikes his Ball twice together, or that his Adversary's Ball touch his Stick, Hand, Cloaths, or plays his Adversary's Ball, loses 1.

Ground when he strikes his Ball, shall lose an End; or the same, if he lays his Hand or

Sleeve on the Cloth.

12. A Stander-by, tho' he Bets, shall not instruct, direct, or speak in the Game, without Consent, or being first asked; if after he is advertised hereof, he offend in this Nature, for every Fault he shall instantly forseit Two-pence, for the Good of the Company, or not be suffered to stay in the Room.

13. He that plays a Ball, while the other runs; or takes up a Ball before it lie still,

loses an End.

14. He that removes the Port with his Stick, when he strikes his Ball, and thereby prevents his Adversary's Ball from passing loses an End.

15. All Controversies are to be decided by the Standers-by, upon asking Judgment. Whoever breaks the King, forfeits 15. for the Port 105. and each Stick 55.

The ORDERS of a BILLIARD TABLE, very Ancient.

1. THE leading Ball the upper End mayn't bit,

For if it does, it loses one by it:

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2. The Follower with the King lie even shall, If he does pass, or hit the other's Ball; Or else lose One: The like, if either lay Their Arm or Hand on Board when they do play.

3. That Man wins one who with the other's Ball So strikes the King, that he doth make him fall.

4. If striking at a Hazard both run in, The Ball struck at thereby an End shall win.

5. He loses one that down the Port does fling; The like does be that jostles down the King.

6. He that in Play the adverse Ball shall touch With Stick, Hand, or Cloaths, forfeits just as much.

7. And he that twice has pass'd shall touch the King,

The other not pass'd at all shall two Ends win.

8. If both the Balls over the Table fly, The Striker of them loses one thereby. And if but one upon the Board attend, The Striker's still the Loser of the End.

9. One Foot upon the Ground must still be set, Or one End's lost, if you do that forget;

And if you twice shall touch a Ball e're be Hath struck between, an End for him is free.

10. If any Stander-by shall chance to Bet, And will instruct, he then must pay the Set.

11. The Port or King being set, who moves the fame,

With Hand or Stick, shall lose that End or Game.

12. He that can touch, being pass'd, or strike the other

Into the Hazard, is allow'd another.

13. If any Stander-by shall stop a Ball, The Game being lost thereby, he pays for all.

14. If any Pass be stricken back again, His Pass before shall be accounted vain.

King, Port, or Stick, is to make good the Offence.

16. If any not the Game doth fully know,
May ask another whether it be so.
Remember also when the Game you win,
To set it up for fear of wrangling.

17. He that doth make his Ball the King light hit, And holes the other, scores two Ends for it.

V. Of French BILLIARDS.

So called from their Manner of playing the Game, which is only with Masts and Balls: Port and King being now wholly laid aside.

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Of French BILLIARDS. 265

The Balls used at Billiards, as played after the French Manner, are much larger than those above-mentioned; and the Rules of the Game are as follow, viz.

ORDERS to be observed at the French BILLIARD-TABLE.

I. FOR the Lead, put the Ball at one End, and play to be nearest the Cushion next to you.

II. The nearest to the Cushion shall lead,

and chuse which Ball he pleases.

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III. If the Leader holes himself at the first Stroke, he loses the Lead.

IV. He who follows the Leader, must

stand within the Corner of the Table.

V. He who plays upon the running Ball, loseth 1.

VI. He who toucheth the Ball twice, lo-feth I.

VII. He who toucheth both Balls, loseth 1. VIII. He who holes both Balls, loseth 2.

IX. He who strikes upon his Adversary's Ball, and holes himself, loseth 2.

X. He who plays against the Ball, not striking it, but holes himself, loseth 3.

XI. He who does not hit his Adversary's Ball, loseth 1.

XII. He who strikes both Balls over the Table, loseth 2.

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XIII. He

XIII. He who strikes his Ball over the Table, and does not hit his Adversary's Ball, loseth 3.

XIV. He who retains the End of his Ad-

versary's Stick when playing, loseth 1.

XV. He who plays another's Ball without Leave, loseth 1.

XVI. He who takes up his Ball without

Permission, loseth 1.

XVII. He who stops the Ball, when running, loseth 1; and if near the Hole, he loseth 2.

XVIII. He who blows upon the Ball, when running, loseth 1; and if near the Hole, he loseth 2.

XIX. He who shakes the Table when the

Ball is running, loseth 1.

XX. He who strikes the Table with the Stick, or plays before his Turn, loseth 1.

XXI. He who throws the Stick upon the

Table, and hits the Ball, loseth 1.

XXII. If the Ball stands upon the Edge of the Hole, and after falls in, it is Nothing, but must be sent where it was before.

XXIII. If any Person, not being one of the Gamesters, stops a Ball, the Ball must

stand in the Place where it was stopt.

XXIV. He who plays without a Foot up-

on the Ground, loseth 1.

XXV. He who leaves the Game before it is ended, loseth it.

XXVI.

Of French BILLIARDS. 267

XXVI. Any Gamester may change his

Stick in Play.

XXVII. If any Person breaks a Stick, or the Mace, he must pay Six-pence for the Stick and two Shillings for the Mace.

XXVIII. If any Difference arise about false Play, the Marker of the Game must

decide it.

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XXIX. Those Persons who do not play, must not stand near the Table, but give the Gamesters Room enough to play.

XXX. Whoever lays any Bet, and is not a Player himself, must not give any Ad-

vice relating to the Game.

I now draw to a Conclusion of this Treatise; but think it very proper to note, it is my Duty to remind you, That in the general Course of Play there is no Sasety in any Game whatever.

I shall instance a remarkable Piece of Knavery, that is well known to the Town, tho at present not much thought of, which was committed a few Years past by a Person who was grown weary of leading a solitary Life behind the Counter, so turned Gentleman at large, in Expectation of making his Fortune much quicker than by dint of Labour and Industry. He soon became Master in the Art and Mystery of Billiards, as will appear by the Sequel of the Story.

R. and B. two Persons of Distinction, made it their Diversion to meet every Day in Pall-Mall, and pass away many Hours at Billiards, which brought a vast Concourse of People together to see them play, tho' at the first Outset they played but for Trisses. R. was a better Player than B. therefore to make the Match as equal as possible, R. gave B. One; which really made every Game so uncertain, that any one might have had his Choice, altho' it were for 100 l. At length they came to play for considerable Sums; which took Wind, and drew all the Sharpers about the Town to the Place.

This Match continued some Time with little or no Advantage to either Side: The Sharpers took R's Side, knowing him to be the better Player; and he was always fedate and cool, win or lose; yet it did not anfwer their Expectations, the Games were always precarious, and betting Money that way was thought to be like licking Honey off of Thorns; they resolved therefore to stand neuter till an Expedient could be found out to cause B. to beat R. and it was not long before they effected it, as will appear You must know, that both R. instantly. and B. bought their own Sticks, and were fo very curious, that they had Drawers, with Lock and Key, made for each of them to put their Sticks into, in the Billiard Room.

After

Of French BILLIARDS. 269

After many Debates how these Sharpers were to take in the whole Company, the Person that quitted the Counter (whom I shall call E.) was thought the properest Per-

fon to put this Defign in Execution.

The first Step he took was to possess himfelf of R's favourite Stick, which he constantly played with. Notwithstanding the Lock and Key, he took it away unknown to any but his Companions; he had prepared an Instrument, made for the purpose, to shave or pare away each End of the Stick, and leave, in the Center, a Rising undifcernable to the Eye of the most Curious, and

then put the Stick again in its Place.

When R. came afterwards to play with the Stick, B. beat him feveral advantageous Games; for R. frequently used to hit B's Ball on the wrong Side, fo put himself in, imagining all this Time that his Hand was out, not in the least suspecting the Fault to lie in the Stick: The Confederacy by this had their Ends, and pushed on the Victory. At last the Man of the House (not being in the Secret, and having loft his Money by backing R.) suspected the Cheat; and upon Enquiry, he found out the Cause, and strait acquainted R. with it; which surprized him mightily for the present, perfectly knowing B. to be a Man of more Honour than to be capable of acting fuch a Part. R. finding himfelf N 2

himself thus surrounded by Thieves and Sharpers, never came to the House asterwards: This, you may believe, caused some Talk and Noise in the Town; but the Affair ended thus: Every one kept what they had got, the Man of the House lost both his Money, and two very great Benefactors; and all the Satisfaction that he ever got, was, at last, to find out the Place where E. had bought the Instrument.

To conclude: " The Sons of our Nobi-

" lity, and the Heirs to large and plentiful Estates, especially those who become too

" early their own Masters, are the Victims

of Sharpers; they are made the Prey of

"those reasoning Savages, those Man-hunters, that form vile Associations with an

"Intent to overturn as many honest Socie-

"ties as they can; and only live in Peace

"together, by being united in a Confede-

" racy to spread Desolation and Consusion

" amongst the best Families in the Kingdom.

"The very Heads of fuch Families may

" not improperly be called the Game of

" (what they with a just Derision of their

own Vileness term) the Gambling Frater-

to be at Man of more induour than to be

" mity." Saland and mo believed

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DIVERTING AMUSEMENTS

UPON THE

CARDS.

I. To find out among several Cards, one, that another has thought of.

TAVING taken out of the Pack, a certain Number of Cards, and laid them on the Table, before the Person who is to fix his Thought upon some particular Card, placing them in a regular Order, beginning with the Lowermost, and ranging the one above another, with their Figures and Points upwards, and counting them readily, that you may find out the Number, which for Example, we shall suppose to be twelve Cards; bid him keep in Mind the Number that expresses the Order of the Card he has thought of, namely, one, if he has thought of the first, two, if he has thought of the second; three, if he has thought of the third, &c. N 4

Then lay the Cards one above another, upon the rest of the Pack, first, that which was shewn first upon the Table, and that last which was last shewn. Then ask the Number of the Card thought of, which we shall here suppose to be four, that is, the fourth Card in Order of laying down, is the Card thought of. Lay your Cards with their Faces up on the Table, one after another, beginning with the uppermost, which you are to reckon four, the Number of the Card thought of; fo the fecond, next to it, will be five, and the third under that, fix, and so on, till you come to twelve, the Number of the Cards you first pitched upon to shew the Person; and you will find the Card which the Number twelve falls to, to be the Card thought of.

II. Several Parcels of Cards being proposed or shewn to as many different Persons, to the End that each Person may think upon one, and keep it in his Mind; bow to guess the respective Card which each Person has thought of.

Let us suppose there are three Persons in Company, and three Cards shewn to the first Person, that he may think upon one of them, and these three Cards laid aside by themselves; then three other Cards held before the second Person,

Person, for the same End, and likewise laid apart; and at last three different Cards again to the third Person, to the same End, and likewise laid apart. This done, turn up he first three Cards, laying them in three Stations; upon these three, lay the next three other Cards that were shewn to the second Person; and above these, again the three last Cards: Thus you have your Cards in three Parcels, each of which confifts of three Cards. Then ask each Person in what Parcel is the Card he thought of; after which it will be easy to distinguish; for the first Person's Card will be the first of his Heap; and in like Manner the second's will be the second in his; and the third Person's Card will be the third in his.

III. Several Cards being forted into three equal Heaps, bow to guess the Card that any one thinks of.

It is evident that the Number of Cards must be divisible by three, since the three Parcels are equal. Suppose then there are 36 Cards, by Consequence there are 12 in each Parcel; as in what Parcel is the Card thought upon; then put all the Heaps together, so as to put that which contained the Card thought upon between the other two; then deal the 36 Cards again into three equal N 5

Hands, observing that Order of the first Card to the first, the second to the second, the third to the third, the fourth to the first again, and fo round, dealing 1 Card at a Time, till the Cards are dealt off. Then ask again, in what Heap is the Card thought upon, and after laying together the Cards, fo as to put that which contained the Card between the other two, deal off again, as you did before, into three equal Parcels. This done, ask once more, what Parcel the Card is in, and you will eafily diftinguish which is it; for it lies in the Middle of the Heap to which it belongs, that is, in this Example is the fixth Card; or if you will, to cover the Artifice the better, you may lay them all together, as before, and the Card will be in the Middle of the whole, that is, the eighteenth.

IV. To guess the Number of a Card drawn out of a Picquet-Stock, confisting of 32 Cards.

After any Person has drawn what Card he pleases, you may know how many Points are in the Card thus drawn, by reckoning every Knave two, Queen three, and King four, and the rest according to the Number of their Points; then looking upon the rest of the Cards, one after another, add the Points of the first Card to the Points of the second,

fecond, and the Sum to the Points of the third, and so on, till you come to the last Card; taking Care all along to throw out 10, when the Number exceeds it; upon which Account you see it is needless to reckon up the Tens, since they are to be thrown out; only you must always add 4 to the last Sum, in order to have another Sum, which being subtrasted from 10, if it be less, or from 20, if it be more, the Remainder will be the Number of the Card drawn: so that if 2 remain, it is a Knave, if 3 a Queen, if 4 a King, and so on.

V. To guess the Number of the Points or Drops, of Two Cards drawn out of a Pack.

Whoever draws 2 Cards out of the Pack bid them add to each of the Cards drawn, as many other Cards as his Number is under 25, which is a Moiety of the Pack, wanting 1, fixing upon each faced Card what Number he pleases; if the first Card be 10, add to it 15 Cards: and if the second Card laid be 7, add to it 18 Cards; so that in this Example, there will remain but 17 Cards in the Pack, the whole Number taken out amounting to 35; then taking the Remainder of the Pack into your Hands, and finding they are but 17, conclude that 17 is N 6

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the Joint-Number of all the Points of the 2 Cards drawn.

To cover the Artifice, you need not touch the Cards, but order the Drawer to fubtratt the Number of the Points of each of the 2 drawn Cards from 26, which is a Moiety of the Pack, and direct him to add together the 2 Remainders, and acquaint you with the Sum, that you may fubtratt it from 52 the Number of the whole Pack, the Remainder of that being what is enquired after.

For Example, Suppose a 10 and a 7 are the Cards drawn, take 10 from 26, and there will remain 16; and if you take 7 from 26, the Remainder is 19. The Addition of the two Remainders 16 and 19, amount to the Sum of 35, which substracted from 52, leaves 17, for the Number of the Points of the Two

drawn CARDS.

THE

COMPLEAT GAMESTER.

PART III.

The GENTLEMAN'S DIVERSION, in the Arts and Mysteries of Riding, Racing, Archery, and Bowling.

Of RIDING.

A S an Introduction to the Art of RrDING, I think it requisite to treat of
the taming of a young Colt: In order hereunto, observe, that after your Colt
hath been eight or ten Days at home, and is
reduced to that Familiarity that he will endure currying without shewing Aversion thereunto, and will suffer his Keeper to handle
and stroke him in what Part of the Body he
thinketh best, then it is Time to offer him
the Saddle; first laying it in the Manger,
that he may smell to it, and thereby grow
acquainted with it, using all other Means,
that

that he may not be afraid either at the Sight thereof, or at the Noise of the Stirrups. Having gently put on the Saddle, take a fweet watering Trench wash'd and anointed with Honey and Salt, and so place it in his Mouth, that it may hang directly about his Tush, somewhat leaning thereon: Having fo done, which must be in a Morning after dreffing, then lead him out in your Hand, and water him abroad; then bring him in; and after he hath stood rein'd a little upon his Trench, an Hour, or thereabouts, then unbridle and unfaddle him, and give him Liberty to feed till Evening, and then do as before; having cherished him, dress and clothe him for the Night.

The next Day do as you did before, and after that, put on him a strong Musrole, or sharp Cavezan and Martingale, which you must buckle at that Length, that he may only feel it when he jerketh up his Head, then lead him forth into some new plow'd Land, or foft Ground, and there having made him trot a good while about in your Hand, to take him off from Wantonness and wild Tricks, offer to mount, which if he then refuse trot him again in your Hand, then put your Foot into the Stirrup, and mount half Way, and difmount again; if he feem diftasted at it, about with him again, and let him not want Correction; but if he take it patiently.

patiently, cherish him, and place your felf in the Saddle, but stay there a very little while, then cherish him again, and give him Bread or Grass to feed on; then having seen all Things fit and strong without Offence to your felf and Horse, remount him, placing your felf even in the Saddle, carrying your Rod inoffensively to his Eye; then let some Person, having in his Hand the Chaff-halter, lead him a little Way, then make him stand, and having cherish'd him, let him forward again; do this feven or eight Times, or fo often till you have brought him of his own Accord to go forward, then must you stay and cherish him, and having brought him home, alight gently, then dreis and feed him well.

Observe this Course every Day till you have brought him to trot, which will be but three at the most, if you observe to make him sollow some other Horseman, stopping him now and then gently, and then making him go forward, remembring his seasonable Cherishings, and not forgetting his due Corrections as often as you find him froward and rebellious; and when you ride him abroad, return not the same Way home, that you may make him take all Ways indifferently: And by these Observations you will bring him to understand your Will and Purpose in less than a Fortnight's Time.

Having

Having brought your Horse to receive you to his Back, trot fore-right, stop and retire with Patience and Obedience, be never unmindful of your Helps, Corrections, and Cherishings, which consist in the Voice, Bridle, Rod, Calves of the Legs, and Spurs; the last of which is chief for Correction, which must not be done faintly, but sharply, when Occasion shall require it.

Cherishings may be comprehended within three Heads; the Voice delivered smoothly and lovingly, as, so, so Boy, so; then the Hand by clapping him gently on the Neck or Buttock: Lastly, the Rod by rubbing him therewith upon the Withers of the Main,

in which he very much delights.

The next that you are to regard, is the Musrole or Cavezan and Martingale; this is an excellent Guide to a well-disposed Horse for setting of his Head in due Place, forming of his Rein, and making him appear lovely to the Eye of a Spectator; and withal this is a sharp Correction when a Horse jerketh up his Nose, disorders his Head, or endeavours to run away with his Rider.

The Manner of placing it is thus: Let it hang somewhat low, and rest upon the tender Gristle of the Horse's Nose, that he may be the more sensible of Correction; and let it not be strait, but loose, whereby the Horse may feel, upon the yielding in of his Head, how

how the Offence goeth from him, and by that Means be made fensible, that his own

Disorder was his only Punishment.

You must carefully observe how you win your Horse's Head, and by those Degrees bring his Martingale straiter and straiter, so as the Horse may ever have a gentle Feeling of the same, and no more, till his Head be brought to its true Persection, and there stay.

When you have brought your Horse to fome Certainty of Rein, and will trot forthright, then bring him to the treading forth of the large Rings. If your Horse's Nature be flothful and dull, yet strong, trot him first in fome new plow'd Field; but if agile, and of a fiery Spirit, then trot him in some sandy Ground, and there mark out a spacious large Ring, about an hundred Paces in Circumference. Having walk'd him about it on the Right feven or eight Times, you must then by a little straitning of your Right Rein, and laying the Calf of your Left Leg to his Side, making a half Circle within your Ring, upon your Right Hand down to the Center thereof, and then by fraitning a little your Left Rein, and laying the Calf of your Right Leg to his Side, making another Semi-circle to your Left Hand from the Center to the utmost Verge; which two Semi-circles contrary turned, will make a perfect Roman S within the Ring; then keep your first large Circumference,

Circumference, walk your Horse about in your Lest Hand, as oft as you did on your Right; and then change within your Ring as you did before, to your Right Hand again; and then trot him sirst on the Right Hand, then on the Lest, as long as you shall think convenient, either one, two, or three Hours, to perfect him in his Lesson; and this must be done every Morning and Evening too, if you find your Horse sloth-sul and dull; otherwise you need not take so much Pains with him.

Having taught him to trot the large Rings perfectly, which will not require above four or five Days; then in the fame Manner and Changes make him gallop the fame Rings, making him take up his Feet so truly and loftily, that no Falshood may be perceived in his Stroke, but that his inward Feet play before his outward, and each of a Side follow the other so exactly, that his Gallop may appear the best Grace of all his Motions.

Here Note, You must not enter him all at once to gallop this great Ring, but by Degrees; first a Quarter, then half a Quarter, &c. ever remembring not to force him into it with the Spur, but by the Lightness and Cheerfulness of your Body let him pass of his

own accord into a Gallop.

Helps, Corrections, and Cherishings, in the Ring-turn, are as aforesaid; the Eleva-

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tion of the Voice, and the threatning of the Rod, and straitning of the Bridle, are good Helps, which you must use as you must the Spur, Rod, and Leg, for timely due Corrections: Neither must you ever cherish without Desert.

Having made your Horse gallop as well as trot the large Ring, then teach him to stop fair, comely, and without Danger, after this Manner: First, having cherish'd him, bring him into a swift Trot forward about fifty Paces; then draw in your Bridle-hand straitly and fuddenly, which will make him gather up his hinder and fore-Legs together, and thereby stand still: Then ease your Hand a little, that he may give backward; which if he doth, give him more Liberty, and cherish him : Having given a little Respite, draw in your Bridle-hand, and make him go back three or four Paces, at which if he strike, instantly ease your Hand, and draw it up again, letting him come and go till he yield and go backward; but if he refuse it, let some Person standing by, put him back, and then cherish him, that he may know your Thus every Time you stop, Intention. make him retire, till you have perfected him in these two Lessons at one Time.

Have a Care that the Ground be not slippery where you stop, but firm and hard, lest the Horse, apprehensive of the Danger of falling, falling, refuse to stop as you would have him.

When your Horse can stop well, and retire, you must then teach him to advance before, when he stoppeth; a Lesson that carrieth much Grace and Comeliness therein; it is performed in this manner: After you have stopped your Horse, without giving your Hand any Ease, lay the Calves of both your Legs to his Sides, shaking your Rod, and crying, Up, up; which though he understand not at first, yet by frequent Practice, with Helps, Cherishings, and Corrections, as aforesaid, he will come to understand your Meaning. But be fure you look narrowly to the Comeliness of the Advancing, which confifts in taking up his Legs both even together, bending them inward to his Body; next his Advance must not be too high, for fear of his coming over upon you; but let him couch his hinder-Loins close to the Ground, but by no Means fuffer him to sprawl or paw with his Feet forward. Lastly, He must not advance for his own Pleasure (for that is a great Fault) but for your's, according to your Will and Command.

If in Advancing he rise too high, ready to come over, or sprawl, or paw, give him not only your Spurs both together, but lash him twice or thrice with your Rod between his Ears, and if he advanceth of his own ac-

cord,

cord, then jerk him over the Knees, doing so as often as he commits those Faults.

Now the Use of Advancing is this; it not only graceth all his other Lessons, but makes his Body agile and nimble, and fits him for ready turning; it is most used at Stopping,

and then very gracefully.

In the next Place, you must teach your Horse to yerk out behind, after this manner: As foon as you have made him stop, prefently give him a Jerk under his Belly, near his Flank, which will make him understand you in Time, tho' not presently. At first doing cherish him much, and having let him pause, make him do it again, till he will do it as often as you will have him: But above all, look to the Comeliness of his Yerking, for it is not graceful for him to yerk out his hinder-Legs till his fore-Legs be above the Ground; and see that he yerk not one Leg farther than the other, but both being together, and not too high, or one Leg out whilft the other is on the Ground.

Helps in Yerking, are the constant staying of his Mouth on the Bridle, the Stroke of the Rod under his Belly, or a gentle Touch

thereof on his Rump.

If he refuse to yerk, or doth it disorderly, then a single Spur on that Side that is faulty; and lastly continual diseasing him till he hath done it.

Now, to teach him to turn readily on both Hands, is first to bring his large Rings into a narrower Compass, that is, about four Yards in Circumference, walking your Horse therein with all Gentleness, and at his own Pleasure, till he is acquainted therewith: After this, carry your Bridle-hand constant, and somewhat strait, the outmost Rein straiter than the inmost, making the Horse rather look from the Ring, than into it; and thus trot him about, first on the one Side, then on the other, making your Changes as aforefaid. Thus exercise him an Hour and half, then stop and make him advance three or four Times together, then retire in an even Line, afterwards stand still and cherish him: Having paufed a while to recover Breath, exercife him as aforefaid, still endeavouring to bring his Trot to all the Swiftness and Lostiness possible, making him to do his Changes roundly and readily, and causing him to lap his outmost Leg, so much over his inmost Leg, that he may cover it more than a Foot over: And thus exercise him seven or eight Days, every Morning at least three Hours, and fuffer him only to practife his former Leffons once in a Morning; in this manner you teach your Horse three Lessons together, the Terra à Terra, the Incavalere, and the Chambletta.

The Turn Terra à Terra in the outmost Circle of the strait Ring, and the Incavalere and Chambletta in the Changes, wherein he is forced to lap one Leg over another, or else to lift up the inmost Leg from the Ground, whilft he brings the outmost over it: This Lesson is so difficult, that a compleat Horseman should think his Horse hath never perfectly learn'd it; and therefore he must continually practife his Horse in treading, trotting, and galloping these narrow Rings; and from thence to pass them about in Groundfalts, as from taking up his fore-Legs from the Ground both together, and bringing his hinder-Feet in their Place, and fo passing the Ring as often as the Strength of the Horse and your own Reason will allow of.

Thus you see the perfecting your Horse in the large Ring will easily introduce him into the Knowledge of the strait Ring, and that brings him to turn perfectly, and Stopping begets Retiring, and Retiring, Advancing.

Having brought your Horse to this Perfection, take off his Musrole and Trench, and in their stead put on his Head a gentle Cavezan, in such manner that it lie on the tender Gristle of his Nose, somewhat near the upper Part of his Nostrils; put in his Mouth a sweet smooth Cannon-bit, with a plain watering Chain, the Check being of a large Size; let the Kirble be thick, round and large,

large, hanging loofely upon his nether Lip, fo that it may entice him to play therewith.

Having so done, mount, casting the Lest Rein of your Cavezan over the Horse's Right Shoulder, and bearing it with your Thumb, with the Reins of the Bit in your Left Hand; let the Right Reins of the Cavezan be cast over the Left Shoulder, and bear it with the Rod in your Hand, and so trot him forth the first Morning about two Miles in the Highway, making him now and then stop and retire, and gather up his Head in its due Place; the next Day bring him to his former large Rings, and perfect him therein with the Bit, as you did with the Snaffle all the foregoing Lessons, which is more easily done, by reafon the Bit is of better Command, and of sharper Correction.

The next Thing we shall speak of (to avoid every Thing that is not very pertinent to our Purpose) is the Turning-Post, which must be smooth and strong, and very well six'd in the Center of the strait Ring; and then causing some Person to stand at the Post, give him the Right Rein of your Cavezan to hold about the Post, and so walk or trot your Horse about the same as oft as you think sit on your Right Hand: Then change your Right Rein for your Lest, and do as before. Continue thus doing till your Horse be persect in every Turn. Having so done, teach him

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him to manage (the proper Posture for a Sword) which is thus perform'd: Cause two Rods to be prick'd in the Earth, at what Distance you shall think fit from one another; then walk your Horse in a straight Ring about the first on your Right Hand, passing him in an even Furrow down to the other Rod. and walk about that also in a narrow Ring on your Left Hand, then thrust him into a gentle Gallop down the even Furrow, till you come to the first Rod, and there make him stop (as it were) and advance without Pause or Intermission of Time; thrust him forward again, beat the Turn Terra à Terra about on your Right Hand; then gallop forth-right to the other Rod, and in the same Manner beat the Turn-about on the Left Hand; do this as often as you shall think convenient. Though there are many forts of Managers, yet I hold but two necessary and useful, and that is this already described, called. Terra à Terra, and Incavalere, or Chambletta afore-mention'd. As for the Career, I need not speak much thereof, only this, when you run him forth-right at full Speed, stop him quickly, fuddenly, firm, and close on his Buttock, and mark that you make not your Career too long, nor too short; the one weakens, and the other hinders the Discovery of his true Wind and Courage; therefore let not the Length of your Career extend above

above fix-score Yards; and be sure you give him some little Warning by your Bridle-hand, before you start him, and then stop him sirmly and strongly.

Thus much for the War-Horse, or great

Saddle.

Of the Horse of Pleasure.

F you will make your Horse to bound aloft, you must first trot about sixteen Yards, then stop him, and when he hath advanced twice, straiten a little your Bridlehand, and then give him the even Stroke of both your Spurs together hard, which at first will only amaze him; but if he have good Mettle and Courage, he will at length rife from the Ground by often doing it; if he doth it, tho' but little, cherish him very much, then let him Pause, and give him your Spurs again, and if he acts according to your Desire, cherish him again: Make him do thus three or four times a Day, till he is fo perfect that he will do it at any Time at your Spurs Command.

Next teach him to Corvet, thus; hollow the Ground a Horse's Length, where two Walls join together, then place a strong smooth Post by the Side of the Hollowness of a Horse's Length, likewise from the Wall; then over-against the Post fasten an Iron Ring

at the Wall; this done, ride your Horse into the hollow Place, and fasten one of the Reins of the Cavezan to the Ring, and the other about the Post; then (having first cherished your Horse) make him advance by the Help of the Calves of your Legs, twice or thrice together, then let him pause; after this (cherishing him again) advance him half a Score times together, and daily increase his Advancings, till you perceive he hath got fuch a Habit therein, that he will by no Means go forward, but keeping his Ground certain, advance both before and behind of an equal Height, and keep just and certain Time with the Motions of his Legs; and if he raise his hinder Legs not high enough, you must have some body behind, who having a Rod, must gently jerk him on the Fillets, to make him raise his hinder Parts. By taking this Course, in a few Days you will fo teach your Horse to Corvet, that without any Helps, at any Time and Place, you may make him Corvet at your Pleafure.

I need not speak of the Capriole, since it is the same Manner of Motion as the Corvet, only it is done forward, gaining Ground in the Salt, raising his hinder Parts as high or

higher than the foremost.

If you wou'd have your Horse go side-long on either Hand, you must draw up your Bridle-hand strait; and if you would have him

go on the Right Hand, lay your Left Rein close to his Neck, and the Calf of your Leg close to his Side, making him put his Left Leg over his Right; then turning your Rod backward, gently jerking him on the Left hinder Thigh, make him bring his hinder Parts to the Right Side also, and stand in an even Line as at first; then make him move his Fore-parts more than before, so that he may, as it were, cross over the even Line, and then make him bring his hinder Part after, and stand in an even Line again; and this do till by Practice he will move his fore-Parts and hinder Parts both together, and go fidelong as far as you please; and if you would have him go on the Left-hand, do as before.

To conclude, these are the most material Lessons requisite to be taught any Horse whatever, either for Service or Pleasure, which, if taught with Care and Patience, you may conclude your Horse persect and compleat. But be sure you observe this, that whatsoever Lesson your Horse is most impersect in, with that Lesson, even when you ride, begin and end; repeating every one over, more or less, lest want of Use breed Forgetfulness, and

Forgetfulness absolute Ignorance.

Of RACING.

FOR the compleating a Gentleman's Delight in the Art of Racing, he is to take special special Cognizance of these subsequent Rules and Orders.

First. He is to consider what is the most convenient Time to take his Horse from Grass. which is about Bartholomew-tide, the Day being dry, fair, and pleasant; as foon as he is taken up, let him stand all that Night in some convenient dry Place to empty his Body; the next Day put him into a Stable, and feed him with Wheat-Straw, but no longer; for tho' the Rule be good in taking up Horses Bellies after this Manner, yet if you exceed your Time in fo doing, this Straw will straiten his Guts, heat his Liver, and hurt his Blood; therefore what you want in Straw, let it be supplied by riding him forth to Water Morning and Evening, Airings, and other moderate Exercise. And for his Food, let it be good old fweet Hay, and clothe him according to the Weather and Temper of his Body: For as the Year grows colder, and thereby you find his Hair rise and stare about his Neck, Flanks, or other Parts, then add a woollen Cloth, or more, if need require, till his Hair fall smooth. Where note, That a rough Coat shews want of Cloth, and a smooth Coat Cloth enough.

A Race Horse ought to be dressed on his resting Days twice a Day, before his Morning and Evening Watering, and must be done after this Manner: Curry him from the

Tips of his Ears to the fetting on of his Tail, all his Body entirely over with an Iron Comb, his Legs under the Knees and Gambrels excepted; then Dust him and Curry him high again all over with a round Brush of Bristles, then Dust him the second Time, and rub all the loose Hair off with your Hands dipt in fair Water, and continue rubbing till he is as dry as at first, then rub every Part of him with a Hair Cloth; and lastly, rub him all over with a white Linnen Cloth; then pick his Eyes, Nostrils, Sheath, Cods, Tuel and Feet very clean, then clothe him and stop him round with Wisps.

There is no better Water for a Race-Horse. than a running River or clear Spring, about a Mile and half from the Stable, near some level Ground, where you may gallop him afterwards; having scoped him a little, bring him to the Water again, then scope him and bring him again, so often till he refuse to drink more for that Time; after this, walk him home, clothe and stop him up round with great foft Wisps, and having stood an Hour upon the Bridle, feed him with found Oats, dry'd either by Age or Art. If your Horse be low of Flesh, or hath a bad Stomach, add one Third of Beans to two Parts of Oats, and that will recover both.

The next Food you shall give him shall be better and stronger, and it is Bread, which you must make after this Manner: Take two Bushels of Beans, and one of Wheat, and grind them together; then boult thro' a fine Range, the Quantity of half a Bushel of pure Meal, and bake it in three Loaves, and the rest sift through a Meal-Sieve, and knead it with Water and good Store of Barm, and bake it in great Loaves: With the coarser Bread feed your Runner on his resting Days, and with the finer against the Days of his Exercise and greatest Labour.

The Times of his feeding upon the Days of his Rest, must be after his coming from Water in the Morning, an Hour after Mid-day, after his Evening Watering, and at Ten a-Clock at Night; but upon his labouring Days, two Hours after he is throughly cold,

outwardly and inwardly, as aforefaid.

Let his Hay be dry and short; if it be sweet no Matter how coarse it is, for if it be rough it will scour his Teeth. As for the Proportion of his Food, I need not prescribe a Quantity, since you must allow him according to the Goodness and Badness of his Stomach.

His Exercise ought to be thrice a Week, and it must be more or less, according to the Condition of his Body; for if it be soul, exercise him moderately to break his Grease; if clean, you may do as you think sit, having a Care that you discourage him not, nor abate his Mettle; and after every Exercise, give O 4

Now after Exercise, cool him a little abroad before you bring him home, then house him and litter him well, rubbing him with dry Cloths till there be never a wet Hair about

him, then clothe and wifp him well.

Here note, before you air your Horse, it will be requisite to break a raw Egg into his Mouth, for it will add to his Wind. If he be fat, air him before Sun-rise, and after Sun-set; but if lean, let him have as much Comfort of the Sun as you can. Coursing in his Cloaths sometimes to make him sweat is

not irrequisite, so it be moderately done; but when without his Cloaths, let it be sharp and swift.

Let his Body be empty before he course; and to wash his Tongue and Nostrils with Vinegar, or to piss in his Mouth e'er you back him, is wholsome; having cours'd him, clothe him after he hath taken Breath, and

ride him home gently.

To be short, whatever is here desective in the right ordering of a Race-Horse, your own Judgments may easily supply. All that you have to do, is to be careful when to take him up, how to clothe him and dress him, when and how to seed and water, what and how much Exercise is requisite, either by airing or coursing, and his ordering after Exercise, and what Scourings are most requisite; and that I may add a little more to your Knowledge, and conclude this Subject, take these general Rules and Instructions.

or five Days before you run your Match, lest the Soreness of his Limbs abate his Speed.

2. Except your Horse be a foul Feeder, muzzle him not above two or three Nights before his Match, and the Night before his bloody Courses.

3. As you give your Horse gentle Courses, give him sharp ones too, that he may as well

find Comfort as Displeasure thereon.

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4. Upon the Match-Day let your Horse be empty, and that he take his Rest undisturbed till you lead him out.

5. Shoe your Horse every Day before you run him, that the Pain of the Hammer's

Knocks may be out of his Feet.

6. Saddle your Horse on the Race-Day in the Stable, before you lead him forth, and fix both the Pannel and the Girths to his Back and Sides with Shoemaker's Wax, to prevent all Dangers.

7. Lead your Horse to his Course with all Gentleness, and give him Leave to smell to other Horses Dung, that thereby he may be enticed to stool, and empty his Body as he goes.

8. Lastly, When you come to the Place where you must start, first rub his Limbs well, then unclothe him, then take his Back, and the Word given, start him with all Gentleness and Quietness that may, lest doing any Thing rashly, you choak him in his own Wind.

A Race Horse ought to have all the finest Shapes that may be, but above all Things he must be nimble, quick, and siery, apt to sly with the least Motion. Long Shapes are tolerably good, for the they shew Weakness, yet they assure sudden Speed. The best Horse for this Use is the Arabian Barbary, or his Bastard; not but Gennets are good, but the Turks much better.

Having laid you down all these Advan-

tages for ordering your Racer, from his taking up, to the Day of his Running, I hope you will make such good Use of them, that if upon an equal Match you should lay your Money on the Heels of your Horse thus ordered, he shall be so far from kicking away his Master's Stake, that the Nimbleness of his Feet shall make it double.

I might here insert the many Subtilties and Tricks there are used in making a Match, the Crast of the Betters, with the Knavery of the Riders, but that they are now too generally known by the wosul Experience of too

many Racing-Lofers.

Of ARCHERY.

ARCHERY, as it is a Recreation, for it hath been heretofore, and is still in some Part of the World very useful in military Affairs, but now quite laid aside by English Men for fighting, there being found out more dextrous and speedy Ways to kill and destroy one another.

Yet it is not so laid aside, but that it is used by some for Pastime, either at Buts or Rovers, and should not be forgotten by Citizens, as appears by the Continuance of that ancient Custom for every Lord Mayor to see the Prize performed by shooting annually with the pound Arrow.

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Certainly this shooting in the long Bow is very healthful for the Body, by extending the Limbs, and making them pliant; and it hath been necessary for a Common-wealth, in the Desence and Preservation of the Country; but since it is so little us'd now a Days, I shall abbreviate my Discourse.

There are these Rules to be observed for

shooting in the long Bow.

First, He must have a good Eye to behold and discern his Mark, and knowing Judgment to understand the Distance of Ground, to take the true Advantage of a Side-wind, and to know in what Compass his Arrow must fly; and a quick Dexterity, to give his Shaft

a ftrong, Tharp, and fudden Loofe.

Secondly, He must in the Action itself stand fair and upright with his Body; his Lest Foot a convenient Stride before his Right, both his Hams stiff, his Lest Arm holding his Bow in the midst stretch'd strait out, and his Right Arm, with his first three Fingers and his Thumb, drawing the String to his Right Ear, the Notch of his Arrow resting between his Fore-Finger and Middle-Finger of his Right Hand, and the Steel of his Arrow below the Feathers, upon the middle Knuckle of his Fore-Finger on his Lest Hand; he shall draw his Arrow close up to the Head, and deliver in an Instant without hanging on the String.

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The best Bow is either Spanish or English Yew; the best Shaft is of Birch, Sugar-chest, or Brazil, and the best Feathers grey or white.

There are three Marks to shoot at, Buts,

Pricks, or Rovers.

The first is a level Mark, and therefore you must have a strong Arrow with a broad Feather.

The fecond is a Mark of some Compass, yet most certain in the Distance, therefore you must have nimble strong Arrows, with a middle Feather, all of one Weight and Flying.

The last, which is the Rover, is uncertain, sometimes longer, sometimes shorter, and therefore requires Arrows lighter or heavier,

according to the Distance of Shooting.

If you want Strength by debilitation in the Arm or Back, you may reap the same Pleafure by using the Cross-Bow, with which you may shoot at Buts, Pricks, or Rovers.

Of COCK-FIGHTING.

Ocking is a Sport or Pastime so sull of Delight and Pleasure, that I know not any Game in that respect is to be preserred before it; and since the Fighting-Cock hath gain'd so great an Estimation among the Gentry, in respect to this noble Recreation, I shall here propose it before all the other Games, of which I have afore succinctly discoursed; that therefore I may methodically give Instructions

structions to such as are unexperienced, and add more Knowledge to such who have already gain'd a competent Proficiency in this pleasing Art, I shall, as briefly as I can, give you Information how you shall chuse, breed, and diet the Fighting-Cock, with what choice Secrets are thereunto belonging, in order, thus,

Of the Choice of FIGHTING-COCKS.

I N the Election of a Fighting-Cock there are four Things principally to be confider'd, and they are Shape, Colour, Courage,

and Sharp-Heel.

First, as to his Shape, You must not chuse him neither too small, nor too large; the first is weak and tedious in his sighting, and the other unweildy and not active, and both very difficult to be match'd; wherefore the middle-siz'd Cock is the proper Choice for your Purpose, being easily match'd, and is both strong and nimble.

His Head ought to be small, with a quick large Eye, and a strong Back, and (as Master Markbam observes) must be crockt and big at the setting on, and in Colour suitable to the Plume of his Feathers, whether black, yellow, or reddish, &c. The Beam of his Leg must be very strong, and according to his Plume, blue, grey, or yellow, his Spurs rough, long and sharp, a little bending and looking inward.

Secondly,

Secondly, His Colour ought to be either grey, yellow, or red, with a black Breast; not but that there are many other colour'd Piles very excellent good, which you must find out by Practice and Observation, but the three former, by the Experience of most, found ever the best; the py'd Pile may serve indifferently, but the White and Dun are rarely found good for any thing.

Here Note, That if your Cock's Neck be invested with a Scarlet Complexion, it is a Sign he is strong, lusty, and couragious; but on the contrary, if pale and wan, it denotes the Cock to be faint, and in Health defective.

Thirdly, You may know his Courage by his proud upright standing, and stately Tread in walking; and if he croweth very frequently in the Pen, it is a couragious Demonstration.

Fourthly and lastly, His narrow Heel, or sharpness of Heel, is known no other-ways than by Observation in Fighting, and that is when upon every rising he so hits that he extracts Blood from his Opponent, gilding his Spurs continually, and every Blow threatning immediate Death to his Adversary.

Here note, That it is the Opinion of the best Cock-Masters, that a sharp-heel'd Cock, tho' he be somewhat false, is better than a true Cock with a dull Heel: And the Reason is this, the one fights long, but seldom wounds; the other carrieth a Heel so satal, that every

Moment

Moment produceth an Expectation of the Battle's Conclusion; and tho' he is not so hardy as to endure the utmost Hewing, so commonly there is little occasion for it, being a quick Dispatcher of his Business: Now, should your Cock prove both hardy and narrowheel'd, he is the best Cock you can make choice of.

To conclude, make your Choice of such a one that is of Shape strong, of Colour good, of Valour true, and of Heel sharp and ready.

How to breed a GAME-COCK.

W Hatever you do, let your Hen be of a good Complexion; that is to fay, rightly plumed, as black, brown, speck'd, grey, grissel, or yellowish; these are the right and proper Colours for a Hen of the Game; and if she be tusted on the Crown it is so much the better, for that argues Courage and Resolution; and if she have the addition of Weapons, they conduce very much to her Excellency.

Let her Body be large and well poked behind, for the Production of large Eggs; you will do well to observe how she behaveth herself to her Chickens, whether friendly or frowardly, and take especial Notice of her Carriage and Deportment among other Hens; if she will receive Abuses from them without Revenge.

Revenge, or shew any thing of Cowardise, value her not, for you may assure yourself

her Chickens will be good for nothing.

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By the way, take this Observation, confirmed by the Opinions of the best Cock-Masters both Ancient and Modern, that a right Hen of the Game from a Dunghil Cock will bring forth very good Chickens, but the best Cock from a Dunghil-Hen will never get a Bird that's sit for the Game: Wherefore, if you intend to have a good Breed, get perfect Cocks for your perfect Hens.

The best Season for breeding is, from the Increase of the Moon in February, to the Increase of the same in March. Let her Nest be so placed that she may not be disturbed by the Sight of any other Fowl, which frequently so raiseth her Choler, that the Eggs are in great Danger; let the Composure of her Nest be made of soft sweet Straw, and let it stand in some warm Place, for she is a Bird that is very tender.

The next Thing that you are to observe is, whether she turn her Eggs often or not; if she is remiss therein, you must supply her Duty; but if she save you the Labour, prize her more than ordinary. And that she may not straggle too far from her Eggs, being necessitated to seek abroad for Food, and so cool her Eggs, it will be altogether needful for you to set by her such necessary Food as

you

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you shall think fit, with some fair Water; and that she may bathe and trim herself at her Pleasure, in the Place where she sitteth, let there be Sand, Gravel, and Ashes sinely sisted.

The Hen hatcheth her Chickens commonly after one and twenty Days; observe in the Hatching to take those newly hatch'd, and wrapping them in Wool, keep them warm by the Fire-side, till the rest are disclosed: Being all hatch'd, put them under the Hen, and be sure to keep her warm, and suffer not your Hen and Chickens to straggle abroad till they are above three Weeks old; and let the Room wherein they walk be boarded, for all other Floors are either too moist, or too cold.

Let their Walk be in some Grass-court, or some Green-place, after they are a Month old, that they may have the Benefit of seeding on Worms, and now and then to scour themselves with Grass and Chick-weed; but be careful they come not near Puddles nor silthy Places, for they engender in Birds of this Nature venomous Distempers, which commonly prove fatal: For the Prevention of such Maladies, by way of Antidote, give them every Morning, before they range abroad, the Blades of Leeks chopp'd or minc'd small, and mingled among their usual Diet: Also it will be requisite to persume their Room with burnt Penny-royal, or Rosemary.

Observe to take this Course till their Sexes

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are distinguishable; as soon as the Comb or Wattles are discernable, or plainly visible to the Eye, cut them away, and anoint the fore Place with sweet Butter, till it be whole. The Reasons why their Combs or Wattles should be cut so soon, are these: First, If you let them grow till they arrive to their full Bigness, and then cut them, there will follow a great Flux of Blood, and the least Loss of Blood in Feather'd Fowl is very dangerous; if much, frequently mortal; moreover, to let them grow thus, caufeth gouty thick Heads, with great Lumps; whereas, if you take them off betimes, as aforefaid, they will have Heads finely small, smooth and slender.

The Time of the Separation of the Cock-Chickens is, when they begin to fight with and peck one another, till which Time you may let them walk with the Hen promiscuoully together, but afterwards let their Walks be a-part, and that Walk is best where he may fecurely and privately enjoy his Hens without the Disturbance and Annoyance of other Cocks, for which purpose Walks at Wind-mills, Water-mills, Grange-houses, Lodges in Parks, and Coney-warrens, are very good Walks, but that the latter is somewhat dangerous, being frequently haunted with Pole-cats, and other Vermin.

Let the Place of feeding be, as near as you can, on fost dry Ground, or on Boards; if Courage.

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the Place be harder, as on paved Earth, or Floors plaister'd, it will so weaken and blunt their Beaks, that they will be unable to hold fast.

Here note, That any white Corn is good for a Cock in his Walk, and so are white Bread Toasts steeped in Drink, or Man's Urine, which will both scour and cool them inwardly.

Let not above three Hens walk with your Cock, for should you suffer more, they will tread too much, by reason of the Heat of their Nature, and by often treading they will consume their Strength, and become so debilitated, that though they have Courage enough, yet they have not Strength to perform their Parts, as they ought to do in a Battle.

Observe the crowing of your Chickens; if you find them crow too soon, that is, before six Months old, or unseasonably, and that their crowing is clear and loud, fit them as soon as you can for the Pot or Spit, for they are infallible Signs of Cowardise and Falshood: On the Contrary, the true and perfect Cock is long before he obtains his Voice, and when he hath got it, observes his Hours with the best Judgment.

Suffer not your Cock to fight a Battle till he is compleat and perfect in every Member, and that is when he is two Years old; for, to fight him when the Spurs are but Warts comparatively, is no Sign of Discretion, for you may then probably know his Valour and Courage,

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Courage, but you cannot know his Worth and Goodness.

In especial Manner take Care, that your Cock's Roofting-perch be not too small in the Gripe, or so ill-placed that he cannot sit without straddling, or if it be crooked it is bad, for by these Means a Cock will be uneven Heel'd, and confequently no good Striker; and know, that a Perch either maketh or marreth a Cock: To remedy or prevent fuch Faults, is to have in your Rooft a Row of little Perches, about eight Inches in length, and ten Inches from the Ground, that the Cock may with more facility ascend, and being up, is forced to keep his Legs near together; And here take Notice of this Maxim amongst the best Cock-breeders, That the Cock which is a close Sitter, is ever a narrow Striker.

Let the Foot stool of the Perch be round and smooth, about the Thickness of a Man's Arm; or if you will have the best Form for a Perch, go visit the Houses of the most skilful Cock-masters, and from them all gather what is most necessary for your Purpose, by making Inspection into their Feeding Pens, and other Places; and let the Ground underneath the Perch be soft, for otherwise, when he leaps down, he will be apt on a rough and hard Ground to hurt his Feet, insomuch that they will grow knowly and gouth.

they will grow knotty and gouty.

Of dieting and ordering a Cock for BATTLE.

N the dieting and ordering of a Cock for Battle, consisteth all the Substance of Profit and Pleasure; and therefore your cunning Cock-merchants are very cautious of divulging the Secrets (as they call them) of dieting, for on that depends the winning or losing the Battle, they knowing very well, that the best Cock undieted is unable to encounter the worst that is dieted: Let others be as niggardly as they please of their Experience and Observations, for my Part I shall be free, and scorn to conceal any thing that may tend to the Propagation of the Art and Mystery of Cockfighting; wherefore as to the dieting and ordering of Fighting-Cocks, take these Instructions following.

The Time of taking up your Cocks is about the latter End of August, for from that Time till the latter End of May, Cocking is seasonable and in request, the Summer Season being improper by reason of its great Heat.

Having taken them up, view them well, and see that they are sound, hard-feather'd, and sull summ'd, that is, having all their Feathers compleat; then put them into several Pens, having a moving Perch therein, to set it at which Corner of the Perch you think most convenient; the Fashion and Form of

these

these Pens you may have at the House of any Cocker, and therefore I shall give you no Directions how to make them; only be advised to keep your Pens clean, and let not your Cocks want either Meat or Water.

For the first four Days after your Cock is penn'd, feed him with the Crumb of old Manchet, cut into square Bits, about a Handful at a Time, and feed him thrice a Day therewith, that is, at Sun-rising, when the Sun is in his Meridian, and at Sun-setting, and let his Water be from the coldest Spring

you can get it.

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Having fed your Cock thus four Days, or fo long till you think he hath purged himfelf of his Corn, Worms, Gravel, and other coarse Feeding; then in the Morning take him out of the Pen, and let him sparr a while with another Cock: Sparring is after this Manner: Cover each of your Cock's Heels with a Pair of Hots made of bombasted Rolls of Leather, fo covering the Spurs that they cannot bruife or wound one another, and fo fetting them down on Straw in a Room, or green Grass abroad; let them fight a good while, but by no Means suffer them to draw Blood of one another; the Benefit that accrues hereby, is this, it heateth and chafeth their Bodies, and it breaketh the Fat and the Glut that is within them, and adapts it for Purgation.

Having sparred as much as is sufficient, which

which you may know when you fee them pant and grow weary, then take them up, and taking off their Hots give them a Diaphoretick, or Sweating, after this Manner: You must put them in deep Straw-baskets made for the Purpose, or for want of them take a Couple of cocking Bags, and fill these with Straw half Way, then put in your Cocks feverally, and cover them over with Straw to the Top, then shut down the Lids, and let them sweat; but do not forget to give them first some white Sugar-Candy, chopp'd Rosemary and Butter mingled and incorporated together. Let the Quantity be about the Bigness of a Walnut; by so doing you will cleanse him of his Grease, increase his Strength, and prolong his Breath.

Towards four or five a Clock in the Evening take them out of their Stoves, and having lick'd their Eyes and Head with your Tongue, and put them into their Pens, and having filled their Throats with square-cut Manchet, piss therein, and let them feed whilst the Urine is hot; for this will cause their Scouring to work, and will wonderfully

cleanse both Head and Body.

After this, diet your Cocks with a Bread made after this Manner: Of Wheatmeal, and Oatmeal Flour, take of each a Gallon, and knead them into a stiff Paste, with Ale, the Whites of half a score Eggs, and some

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Butter; having wrought the Dough very well, make it into broad thin Cakes, and when they are four Days old, cut them into square Pieces; I will not advise you to use (as some imprudently do) Liquorice, Anniseeds, or rather hot Spices among your foresaid Ingredients; for they will make a Cock so hor at the Heart, that upon the concluding of the Battle, he will be sufficiented and overcome with his own Heat. In short, that Food is best which is most consentaneous to his own

natural feeding.

The second Day after his sparring, take your Cock into a fair green Close, and having a Dunghil Cock in your Arms, shew it him. and then run from him, that thereby you may entice him to follow, you permitting him to have now and then a Blow, and thus chafe him up and down about half an Hour; when he begins to pant, being well heated, take him up and carry him home, and give him this Scouring; Take half a Pound of fresh Butter, and beat it in a Mortar with the Leaves of Herb of Grace, Hyssop, and Rosemary, till they all look like a green Salve; give him thereof a Piece as big as a Walnut, and then stove him as aforesaid, till Evening, then feed him according to former Prescription.

The next Day let him feed and rest, and sparr him the next Day after; thus do every other Day, for the first Fortnight, either

Scouring, which will keep him from being

faint and purfy.

Feed him the second Fortnight as you did the first, but you must not sparr him or chase him above twice a Week, observing still, that if you heat him much, you must stove him long, and give him a greater Quantity of Scouring. When well in Breath, slight Heats, small Scourings, and little Stoving

will serve the Turn.

The third Fortnight (which is a Time sufficient for ordering a Cock for the Battle) you must feed him as aforesaid, but you must not sparr him at all for sear of making his Head sore, but you may moderately chase him twice or thrice in that Time as aforesaid, then give him his Scouring, rolled well in brown Sugar-Candy, which will prevent the Scouring from making the Cock sick; now you may let him sight, having first let him rest sour Days, observing that he come empty into the Pit.

The right Way of Cock-MATCHING.

F all Things have a special Care how you match your Cock; for should you feed your Cock with never so much circumspect Care and Prudence, it will avail nothing if your Cock be over-matched.

In Matching take Notice of thefe two Things; first, the Length of Cocks; fel condly, the Strength of Cocks: For the Length, if your Adversary's be too long, your's shall hardly catch his Head, and so be incapable of endangering Eye or Life; and if he be the stronger he will overbear your Cock, and not fuffer him to rife and strike with any Advantage.

The Length you may judge of by the Eye, when you gripe the Cock by the Waist, and make him shoot out his Legs, in which Posture you shall fee the utmost of his Height, and so compare them together, being herein governed by your Judgment; his Strength is known by the Thickness of his Body. Take this for a Rule, That a Cock is ever beld the strongest, which is the largest in the Girth.

You shall know the Dimensions of the Girth by the Measure of your Hands, Griping the Cock about from the Points of your great Finger to the Joints of your Thumbs, and either of these Advantages by no Means give your Adversary; if you doubt Loss in the one, be fure to gain in the other; for the weak long Cock will rife at more Ease, and the short strong Cock will give the surer Blow.

- How to prepare Cocks for FIGHT.

CINCE all Cocks are not cast in one Mould, the Advantages on either Side must P 2

must be reconciled by Matching; and having made an equal Match as near as you can,

you must thus prepare him to fight.

First. With a Pair of fine Cock-Shears cut all his Mane off close unto his Neck from the Head to the fetting on of the Shoulders: Secondly, Clip off all the Feathers from the Tail close to his Rump, the redder it appears, the better is the Cock in Condition, Thirdly, Take his Wings and spread them forth by the Length of the first rising Feather, and clip the rest Slope-wife with sharp Points, that in his rising he may therewith endanger an Eye of his Adversary. Fourthly, Scrape, smooth, and sharpen his Spurs with a Pen-knife. Fifthly, and laftly, See that there be no Feathers on the Crown of his Head for his Adversary to take hold of : then with your Spittle, moistening his Head all over, turn him into the Pit to move his Fortune.

How to order Cocks after BATTLE, and how to cure Wounds.

THE Battle being ended, immediately fearch your Cock's Wounds, as many as you can find; suck the Blood out of them, then wash them well with warm Urine, and that will keep them from rankling; after this give him a Roll or two of your best Scour-

ing, and so stove him up as hot as you can for that Night; in the Morning, if you find his Head swelled, you must suck his Wounds again, and bathe them again with warm Urine, then take the Powder of Herb Robert, and put it into a fine Bag, and pounce his Wounds therewith; after this give him a good Handful of Bread to eat out of warm Urine, and fo put him into the Stove again, and let him not feel the Air till the Swelling be fallen.

If he hath received any Hurt in his Eye, then take a Leaf or two of right Ground-Ivy, that which grows in little Tufts in the Bottom of Hedges, and hath a little rough Leaf; I fay, take this Ivy and chew it in your Mouth, and spit the Juice into the Eye of the Cock, and this will not only cure the prefent Malady, but prevent the Growth of Films, Haws, Warts, or the like, destructive to the Eye-fight.

If after you have put out your wounded Cocks to their Walks, and visiting them a Month or two after, if you find about their Head any swollen Bunches, hard and blackish at one End, you may then conclude in fuch Bunches there are unfound Cores, which must be opened and crush'd out with your Thumbs; and after this, you must suck out the Corruption, and filling the Holes full of fresh Butter, you need not doubt a Cure.

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banen to Powder, and ministy it with when

Cures for some Distempers in a Cock, CHICK, or HEN of the GAME.

THE Pip is a white thin Scale growing on the Tip of the Tongue, by which means Poultry in general cannot feed; it is very visible to the Eye, and proceedeth from foul Feeding or want of Water; it is cured by pulling off the Scales with your Nail, and

rubbing the Tongue with Salt.

The Roop is a filthy Boyl or Swelling on the Rump of the Cock, Hen, &c. and will corrupt the whole Body. It is known by the staring and turning back of the Feathers. For the Cure, you must pull away the Feathers, and open the Sore to thrust out the Core, then wash the Place with Water and Salt, the Cure is effected.

If your Cock or Hen have the Flux, which happeneth by eating too much moist Meat, you may cure them by giving them scalded Pease-bran; but if they cannot mute, anoint their Vents, and give them Corn steep'd in

Man's Urine.

Lice is a common Infirmity among them, proceeding from corrupt Food, or for want of bathing in Sand, Ashes, or the like: This Malady you must cure in taking Pepper beaten to Powder, and mixing it with warm Water, wash them therewith. If they are troubled

troubled with fore Eyes, taking a Leaf or two of Ground-Ivy, and chewing it well in your Mouth, spit the Juice thereof into their Eyes, and it will presently heal. What other Infirmities are incident to these Birds of Game, I shall leave, and their Cures, to your own Practice and Observation.

An Excellent and Elegant Copy of VERSES upon two Cocks fighting, by Dr R. WILD.

O, you tame Gallants, you that have a Name.

And would accounted be, Cocks of the Game:
That have brave Spurs to shew for't, and can crow,
And count all Dunghil Breed that cannot show
Such painted Plumes as your's; which think't no Vice,
With Cock-like-Lust, to treat your Cockatrice.
Tho' Peacocks, Woodcocks, Weathercocks you be,
If y'are not Fighting-Cocks y'are not for me.
I of two feather'd Combatants will write;
And he that means to th' Life to express their Fight,
Must make his Ink the Blood which they did spill,
And from their dying Wings must take his Quill.

The Match made up, and all that would had bet;
But strait the skilful Judges of the Play Brought forth their sharp-heel'd Warriors, and they Were both in Linnen Bags, as if 'twere meet Before they dy'd, to have their Winding-Sheet. Into the Pit they're brought, and being there Upon the Stage, the Norfolk Chanticleer Looks stoutly at his ne'er before seen Foe, And like a Challenger began to crow, And clap his Wings, as if he would display His warlike Colours, which were black and grey.

Mean Time the wary Wisbich walks and breathes His active Body, and in Fury wreathes His comely Creft, and often looking down, He whets his angry Beak upon the Ground This done they meet, not like that Coward Breed Of Afor; these can better fight than feed: They scorn the Dunghil, 'tis their only Prize, To dig for Pearls within each other's Eyes. They fought so nimbty, that 'twas hard to know, To th' Skilful, whether they did fight, or no; If that the Blood which dy'd the fatal Floor, Had not bore Witness of't. Yet fought they more; As if each Wound were but a Spur to prick Their Fury forward. Lightning's not more quick, Or red, than were their Eyes: 'Twas hard to know. Whether 'twas Blood or Anger made them fo. I'm fure they had been out, had they not flood, More fafe, by being fenced in with Blood. Thus they vy'd Blows; but yet (alas) at length, Altho' their Courage were full try'd, their Strength, And Blood began to ebb. You that have feen A watry Combat on the Sea, between Two angry, roaring, boiling Billows, how They march, and meet, and dash their curled Brow; Swelling like Graves, as tho' they did intend T'intomb each other e'er the Quarrel end; But when the Wind is down, and bluff'ring Weather, They are made Friends, and sweetly run together; May think these Champions such; their Blood grows

And they, which leap'd before, now scarce can go:
Their Wings, which lately, at each Blow they clapp'd,
(As if they did applaud themselves) now stapp'd.
And having lost th'Advantage of the Heel,
Drunk with each other's Blood, they only reel:
From either Eyes such Drops of Blood did fall,
As if they wept them for their Funeral.
And yet they sain would fight; they came so near,
Methought they meant into each other's Ear

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To whisper Wounds; and when they could not rife, They lay and look'd Blows int' each other's Eyes. But now the tragick Part! After this Fit, When Norfolk Cock had got the best of it. And Wishich lay a dying, so that none, Tho fober, but might venture Sev'n to One; Contracting, like a dying Taper, all His Strength, intending with the Blow to fall, He ftruggles up, and having taken Wind, Ventures a Blow, and strikes the other blind. And now poor Norfolk, having loft his Eyes, Fights only guided by Antipathies: With him (alas!) the Proverb holds not true, The Blows his Eyes ne'er faw his Heart must rue. At length, by Chance, he flumbled on his Foe, Not having any Pow'r to firike a Blow. He falls upon him with his wounded Head, And makes his Conqu'ror's wings his Feather-Bed: Where lying Sick, his Friends were very charie Of him, and fetch'd in Hafte a Pothecary; But all in vain, his Body did so bliffer, That 'twas uncapable of any Glyfter; Wherefore, at length, opening his fainting Bill, He call'd a Scriv'ner and thus made his Will.

Imprimis, Let it never be forgot,
My Body freely I bequeath to th' Pot,
Decently to be boil'd, and for its Tomb,
Let it be buried in some bungry Womb.
Item. Executors I will have none,
But he that on my Side laid Sev'n to One:
And, like a Gentleman that he may live,
To bim, and to his Heirs, my Comb I give,
Together with my Brains, that all may know,
That oftentimes his Brains did use to crow.
Item. It is my Will to th' weaker Ones,
Whose Wives complain of them, I give my Stones;
To him that's dull I do my Spurs impart;
And to the Coward I bequeath my Heart:

To Ladies that are light, it is my Will,
My Feathers shall be given; and for my Bill
I'd giv't a Taylor, but it is so short,
That I'm afraid he'll rather curse me for't:
And for th' Apothecaries Fee, who meant
To give me a Glyster, let my Rump be sent.
Lastly, because I feel my Life decay,
I yield and give to Wishich Cock the Day.

ja le sel juliskuru koll

Of BOWLING.

Bowling is a Game of Recreation, which if moderately used is very healthy for the Body, and would be much more commendable than it is, were it not for those Swarms of Rooks, which so pester Bowling-Greens, Bares, and Bowling-Alleys, where any such Places are to be found, some making so small a Spot of Ground yield them more annually than sifty Acres of Land shall do elsewhere about the City; and this done, cunning, betting, crafty matching, any base playing booty.

In Bowling there is a great Art in chusing out the Ground, and preventing the Windings, Hanging, and many turning Advantages of the same, whether it be in open wide Places, as Bares, and Bowling-greens, or in close Bowling-Alleys. Where note, that in Bowling, the chusing of the Bowl is the greatest Cunning. Flat Bowls are best for close Alleys; round byassed Bowls for open

open Grounds of Advantage, and Bowls round as a Ball for Green Swarths that are

plain and level.

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There are not any Instructions can be given how to bowl, Practice must be your best Tutor, which must advise you the Rising, Falling, and all the several Advantages that are to be had in divers Greens, and Bowling-Alleys; all that I shall say, have a Care you are not in the first Place rooked out of your Money; and in the next Place you go not to these Places of Pleasure unseasonably; that is, when your more weighty Business and Concerns require your being at home, or somewhere else.

The Character of a Bowling-Alley and Bowling-Green.

A BOWLING GREEN, OF BOWLING ALLEY, is a Place where three Things are thrown away besides the Bowls, viz. Time, Money, and Curses, the last Ten for One. The best Sport in it, is the Gamesters, and he enjoys it most who looks on and bets nothing. It is a School of Wrangling, and worse than the University Schools; for here Men will wrangle for a Hair's Breadth, and make a Stir where a Straw would end the Controversy. Never did Mimick scrue his Body into all the Forms these Men do theirs; and

To give you the Moral of it, it is the Emblem of the World, or the World's Ambition, where most are short, over-wide or wrong byassed, and some sew justle into the Favour of Mrs Fortune! and with Her it is, as in the Court, where the nearest are the most spighted, and all Bowls aim at the other.



